

## **Rich Media Communication using Flash 8**

### **Domain 1.0 Setting Project Requirements**

1. Identify the purpose, audience, and audience needs for rich media content.
2. Identify rich media content that is relevant to the purpose of the website.
3. Understand options for producing accessible rich media content.
4. Demonstrate knowledge of standard copyright rules.
5. Understand project management tasks and responsibilities.

### **Domain 2.0 Identifying Rich Media Design Elements**

1. Identify best practices for designing rich media content for a website.
2. Demonstrate knowledge of design elements and principles.
3. Identify techniques to create rich media elements that are accessible and readable.
4. Use a storyboard to produce rich media elements.

### **Domain 3.0 Understanding Flash 8**

1. Identify elements of the Flash interface.
2. Use the Property inspector.
3. Use the Timeline.
4. Understand Flash file types.
5. Identify best practices for managing the file size of a published Flash document.

### **Domain 4.0 Building Rich Media Elements**

1. Make rich media content development decisions based on your analysis and interpretation of design specifications.
2. Adjust document properties.
3. Use Flash guides and rulers.
4. Use tools on the Tools panel to select, create, and manipulate graphics and text.
5. Import and modify graphics.
6. Create text.
7. Adjust text properties.
8. Create objects and convert them to symbols, including graphics, movie clips, and buttons.
9. Understand symbols and the library.
10. Edit symbols and instances
11. Create masks.
12. Create animations (changes in shape, position, size, color, and transparency).
13. Add simple control through frame and object actions.
14. Import and use sound.
15. Add and export video.
16. Publish Flash documents.
17. Make a document accessible

**Domain 5.0 Evaluating Rich Media Elements**

1. Conduct basic technical tests.
2. Identify techniques for basic usability tests.