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Course Description

This course introduces various web technologies that aid in the creation of web animations for distribution on many platforms. Students discuss technical issues affecting animation such as speed and compression. Students will explore several tools to create animations for the web.

Contact Information

Email: thomasbell@weber.edu
Canvas Email: Click on Inbox
Phone: 801-626-7299
Office: EH 383
Office Hours: MF 11:30am-2:00pm or by appointment

Course Outcomes

At the conclusion of the this course students will be able to complete or have an understanding of the following:

- Create an HTML5/CSS3 project
- Work with graphics
- Add an edge animate symbol
- Create a motion path
- Create interactive navigation
- Animate and transform text
- Work with sound and video
- Publish a project

Textbook

Adobe Edge Animate CC For Dummies

By: Michael Rohde
Publisher: For Dummies
Pub. Date: July 1, 2013
Print ISBN: 978-1-118-33592-5

Web ISBN: 1-118335-92-9
eISBN: 978-1-118-46204-1

Tools

Adobe Edge CC

Assignments

Below you will find all of the assignments for the course and you will find the weights to the right.

ASSIGNMENT 01

[Animation](#)

- Due Date: Sep 18, 2015 11:59PM

ASSIGNMENT 02

[Symbols](#)

- Due Date: Sep 25, 2015 11:59PM

PROJECT 01

[Animation](#)

- Due Date: Oct 02, 2015 11:59PM

ASSIGNMENT

03

[Basic Interactivity](#)

- Due Date: Oct 09, 2015 11:59PM

ASSIGNMENT

04

[Advanced Interactivity](#)

- Due Date: Oct 16, 2015 11:59PM

PROJECT

02

[Interactivity](#)

- Due Date: Oct 26, 2015 11:59PM

ASSIGNMENT

05

[HTML/CSS Primer](#)

- Due Date: Oct 30, 2015 11:59PM

ASSIGNMENT
06

[Publishing & Responsive Design](#)

- Due Date: Nov 06, 2015 11:59PM

PROJECT
03

[Publishing & Responsive Design](#)

- Due Date: Nov 20, 2015 11:59PM

PROJECT
04

[Flash](#)

- Due Date: Nov 27, 2015 11:59PM

FINAL
PROJECT

[Final Project](#)

- Due Date: Dec 16, 2015 11:59PM

FINAL **PROJECT**

[End of Course Evaluation - Extra Credit](#)

- Due Date: Dec 11, 2015 11:59PM

Final Project

The final project will be worth 40% of your grade and is worth 300pts. It will encompass components from all of the assignments. For the final project you will be creating either a game or an animated web short. More information about the project is forthcoming.

Grade Scheme

100 - 95 A 76 - 73 C
94 - 90 A- 72 - 70 C-
89 - 87 B+ 69 - 67 D+
86 - 83 B 66 - 63 D
82 - 80 B- 62 - 60 D-
79 - 77 C+ 59 - 0 E

Extra Credit

I will occasionally give extra credit. It will most often replace portions of an assignment. Please don't ask for extra credit.

Late Work

You will be able to submit one assignment as late for full credit and after that all late assignments will be given half credit.

Time Commitment

As a general rule you should spend at least twice as much time outside of class as in class.

Tips for Success

One cannot learn all of the material by just reading the text. Practice is critical when learning new software and programming languages. Successful students read the upcoming material ahead of time. They participate actively in class. If you are struggling with any concept please come see me during my office hours. The number one thing you can do is ask questions when you don't understand something.

Technical Support

For assistance with Canvas or related technical issues, please call 626-6499. This phone is staffed Mon-Thurs from 8am - 5pm and Fridays from 8 - 4:30pm. A message can be left during non-business hours for a return call. Alternatively, students can send an email message to wsuonline@weber.edu

If you are having technical issues related to usernames/passwords, please call the Service Desk at 626-7777, or email csupport@weber.edu.

Accommodations for students with disabilities

Any student requiring accommodations or services due to a disability must contact Services for Students with Disabilities (SSD) in room 181 of the Student Services Center. SSD can also arrange to provide course materials (including the syllabus) in alternative formats if necessary.

For more information about the SSD contact them at 801-626-6413, ssd@weber.edu, or departments.weber.edu/ssd

Ethical Conduct

Any form of academic dishonesty (cheating, plagiarism, etc.) will not be tolerated. Proof of academic dishonesty will result in a failing grade (E) for the course. The following is an explanation of cheating as stated in the student code.

- A. Cheating, which includes but is not limited to:
 - i. Copying from another student's test;
 - ii. Using materials during a test not authorized by the person giving the test;
 - iii. Collaborating with any other person during a test without authorization;
 - iv. Knowingly obtaining, using, buying, selling, transporting, or soliciting in whole or in part the contents of any test without authorization of the appropriate University official
 - v. Bribing any other person to obtain any test;
 - vi. Soliciting or receiving unauthorized information about any test;
 - vii. Substituting for another student or permitting any other person to substitute for oneself to take a test.
- B. Plagiarism, which is the unacknowledged (uncited) use of any other person's or group's ideas or work. This includes purchased or borrowed papers;
- C. Collusion, which is the unauthorized collaboration with another person in preparing work offered for credit;

- D. Falsification, which is the intentional and unauthorized altering or inventing of any information or citation in an academic exercise, activity, or record-keeping process;
 - E. Giving, selling, or receiving unauthorized course or test information;
 - F. Using any unauthorized resource or aid in the preparation or completion of any course work, exercise, or activity;
 - G. Infringing on the copyright law of the United States which prohibits the making of reproductions of copyrighted material except under certain specified conditions.
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