

COURSE TITLE: Interactive E-Commerce Web Applications **COURSE NUMBER: CP575**

CREDIT: 1

GRADE LEVEL: 12

COURSE LENGTH: 1 Semester

COURSE DESCRIPTION:

Using advanced Flash interactivity and ActionScript, students will work together in teams to create Web Applications, the new standard in Internet media. Students will be introduced to Web services and better understand the relationship between the design and development process as students from both areas of interest work together on small projects.

PREREQUISITES:

Digital Works, Exploring Web Technologies, two junior-level e-Comm courses.

INSTRUCTIONAL MATERIALS:

Texts: Macromedia Flash MX 2004 ActionScript: Training from the Source, Franklin and Makar
Developing Rich Clients with Macromedia FLEX, Webster and McLeod

Teacher-designed mini-projects and Web site projects

Lessons and tutorials included with software

Web site tutorials and articles on current resources

SOFTWARE:

Macromedia Dreamweaver, Macromedia Flash, Adobe Photoshop, Macromedia Flex

INSTRUCTIONAL STRATEGIES:

Direct instruction, demonstration, graphic organizers, application exercises, projects, cooperative groups, case studies, guest speakers, videos, Internet

ASSESSMENTS:

Daily work performance, teacher observation, rubric, checklist, classroom discussion, projects, research relevant to topic, application performance, exams

COURSE OBJECTIVES:

Upon successful completion of this course the student should be able to:

1. demonstrate a knowledge of ActionScript concepts to create Web site projects
2. create and consume Web Services
3. create advanced e-Commerce Web site projects using ActionScript, Web Services, Flex
4. work as an effective member of a Web design/development team

COURSE CONTENT

I. Action Script	Terminology Syntax Data Types Variables Operators Functions – built-in, created Handling Events Interaction Classes and instances Movie clips, text, external data
II. Web Services	How Web Services Work Creating Web Services using ColdFusion WSDL Documents Consuming Web Services with ColdFusion, DreamWeaver, and Flash
III. Flex	Presentation MXML Containers Interface building Forms Rich Media Data Models Data Binding
IV. Design and Development Process	Understanding the audience/industry Determining objectives Developing a project plan Developing the site structure Developing the Design and Prototype Building and testing Launching the site Evaluating and maintaining the site

METHODS OF EVALUATION OF COMPETENCIES:

Evaluation of student mastery of course competencies will be accomplished using the following grading scale:

A = 90 - 100 %

B = 80 - 89%

C = 70 - 79%

D = 60 - 69%

F = 0 - 59%