Unit 049 Designing and creating websites using Macromedia Flash

Syllabus Overview

Rationale

The aim of this unit is to provide candidates with the skills to use Adobe's Macromedia Flash in a competent manner.

Learning outcomes

There are **five** outcomes to this unit. The candidate will be able to:

- Set project requirements
- Identify rich media design elements
- Understand Macromedia Flash
- Build rich media elements
- Evaluate rich media elements

Guided learning hours

It is recommended that 90 hours should be allocated for this unit. This may be on a full time or part time basis.

Connections with other qualifications

This unit contributes towards the knowledge and understanding required for the following qualifications:

IT Users N/SVQ (iTQ) Level 3

Outcome	Unit
1, 2, 3, 4, 5	111 – Website design

Unit 049 Designing and creating websites using Macromedia Flash

Outcome 1 Set project requirements

Practical skills

The candidate will be able to:

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 (related terms, obtaining permission and citing copyrighted material)

5 understand project management tasks and responsibilities.

Unit 049 Designing and creating websites using Macromedia Flash

Outcome 2 Identify rich media design elements

Practical skills

The candidate will be able to:

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

Unit 049 Designing and creating websites using Macromedia Flash

Outcome 3 Understand Macromedia Flash

Practical skills

The candidate will be able to:

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

Unit 049 Designing and creating websites using Macromedia Flash

Outcome 4 Build rich media elements

Practical skills

The candidate will be able to:

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, colour 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

Unit 049 Designing and creating websites using Macromedia Flash

Outcome 5 Evaluate rich media elements

Practical skills

The candidate will be able to:

1 conduct basic technical tasks

2 identify techniques for basic usability tests.

Unit record sheet

Unit 049 Designing and creating websites using Macromedia Flash

Use this form to track your progress through this unit.

Tick the boxes when you have covered each outcome. When they are all ticked, you are ready to be assessed.

Outcome	✓	Date
1 **Set project requirements**	☐	
2 **Identify rich media design elements**	☐	
3 **Understand Macromedia Flash**	☐	
4 **Build rich media elements**	☐	
5 **Evaluate rich media elements**	☐	

Candidate Signature ..... **Date** .....

City & Guilds Registration Number .....

Quality nominee (if sampled) ..... **Date** .....

Assessor Signature ..... **Date** .....

External Verifier Signature (if sampled) ..... **Date** .....

Centre Name ..... **Centre Number** .....