

**Common Course Outline**  
**ARTD 153**  
**Interactive Scripting I**  
**3 Semester Hours**

**The Community College of Baltimore County**

**Description**

**ARTD 153 – 3 Credits – Interactive Scripting I** examines how to script animated multimedia projects using a time-based multimedia animation software package. Students learn how to program in the scripting language of the multimedia software.

**3 credits; 2 lecture hours per week; 3 laboratory hours per week**

**Prerequisite: ARTD 109 with “C” or higher or consent of the program coordinator.**

**Overall Course Objectives**

Upon successfully completing the course students will be able to:

1. develop cross-platform interactive multimedia projects;
2. design storyboards for the layout of large projects;
3. create custom handlers for use in interactive multimedia software;
4. build and utilize functions and variables;
5. work with multimedia asset management;
6. control scripted instances;
7. create interactive multimedia projects for the Internet;
8. use graphical user interface (GUI) design concepts and apply them in critiques;
9. apply graphical user interface (GUI) design skills to enhance user interaction;
10. apply team concepts to large scale corporate style projects;
11. develop standardized coding practices;
12. load and manipulate external data and media; and
13. apply various programming structures appropriately.

**Major Topics**

- I. Comparison of Multimedia Utilities
  - a. Metaphorical
  - b. Scripting/Programming
  - c. Usability
- II. Animation Terminology and Concepts
  - a. Frame-based
  - b. Script-based
  - c. Screen-based coordinate system
  - d. Raster-based animation

- e. Vector-based animation
- III. Navigation
  - a. Commands, keywords, and functions
  - b. Timeline management
- V. Scripting
  - a. Logic
  - b. System output
  - c. System functions
  - d. System properties and parameters
  - e. Scripting handlers
  - f. Local and global variables
  - g. Inheritance and scope
  - h. Data types
  - i. Object types
- VI. Programming Structures
  - a. Looping statements
  - b. Control statements
  - c. Databases
  - d. Arrays
  - e. Object oriented programming (OOP)
- VII. Operators
  - a. Arithmetic
  - b. Logical
  - c. Comparison
  - d. Assignment
  - e. Bitwise
  - f. Conditional

### **Course Requirements**

Grading/exams: Grading procedures will be determined by the individual faculty member but will include the following:

- 2 Individual projects
- 1 Group project
- Mid-Term Exam
- Final Exam

### **Other Course Information**

This course is taught in a computerized environment.

Individual faculty members may include additional course objectives, major topics, and other course requirements to the minimum expectations stated in the Common Course Outline.