Global Learning Semesters
Course Syllabus
Course: COMP-360 2D Animation Techniques
Department: Computer Science
Host Institution: University of Nicosia, Nicosia, Cyprus

Course Summary

Course Code	Course Title	Recommended Credit Hours
COMP-360	2D Animation Techniques	3
Semester Offered	**Contact Hours**	**Prerequisites**
Fall, Spring	42	COMP-161
Department	**Level of Course**	**Language of Instruction**
Computer Science	Upper Division	English

Course Description

Animation concepts, planning, animation sequence
Technical issues (tool: Macromedia Flash MX)
Designing a usable interface, consideration of target audience, animation style and design

Instructor

Mrs Liza Pieridou

Course Aims and Objectives

Supply a logical understanding and a right method of work, both important elements in order to be able to operate autonomously with Macromedia Flash MX. History and evolution of Animation. Introduction to usable layout design for the Web.

Teaching Methods

The teaching method consists of lectures, workshops, practical exercises, assignments and individual guidance.

Course Teaching Hours

42 hours (18 hours lectures/presentations + 24 hours laboratory work). The course is delivered during the Fall and Spring semesters in 14-weeks (3 hours/week).

Evaluation and Grading

- Participation, attendance, homework: 30%
- Tests and projects: 25%
- Final project: 45%

Required Textbook
Kymberlee Weil, "Macromedia Flash MX Hands On Training", Peachpit Press,
 (ISBN: 0-321-11272-5)
Recommended Reading
- "Computer Arts", magazine
- Jacob Nielsen, "Web Usability", Macmillan Computer Publishing, 2000
- Bonnie Blake, "How to do everything with Macromedia Flash MX", Osborn/McGraw-Hill
- Bill Sanders, "Flash Action Script f/x and Design", The Cariolis Group, 2001