

# Instructional Animation Design

Name \_\_\_\_\_

Description	Possible	Score
<p><b>Buttons:</b> You should have a minimum of three buttons. At least two buttons that load and unload movies within the interface you design to hold your information. At least one button that links to an online source for more information on your topic. You will also need a button to bring your introduction back into the target area.</p>	10	
<p><b>Interface:</b> Using graph paper, sketch out an interface the viewers will use to interact with the movies you will be creating. This interface should include buttons, titles, movie window, and at least one scrolling text box. Use the rulers and graph paper to take precise measurements of the movie window. These dimensions will be used to create your instructional videos.</p>	20	
<p><b>Instructional Movies:</b> These will be separate flash projects that will be published as .swf files and loaded into your interface. Use the dimensions you generated from building the interface when you set the size of this project. Make sure that you create and fill a background layer as the color of the stage does not come with the .swf when you load it into another Flash movie. Your animations should use <b>movement</b>, <b>sound</b> and <b>text</b> to convey the information you want to teach.</p>	40	
<p><b>Scrolling Text Box:</b> You will need to write up an introduction and then place this text into a scrolling text box.</p>	10	
<p><b>Action Script:</b> You will need to use a <b>frame action</b> to load your first movie. You will need to use <b>button actions</b> to load your instructional movies.</p>	20	
<p><b>Communication:</b> How well did the animation teach the concept?</p>	20	