The Project

Your task is to create your own “Mini-Lesson Movie,” or, in other words, a short interactive Flash animation that will teach your audience something. You may teach your audience whatever you want, as long as it is school appropriate. Make sure that you are conscious of the number of classes you have to complete this assignment (5) – be realistic in your own expectations. Before beginning this project, complete the “Proposal” portion of this document (page 2).

**The document settings:**

* Frame Rate: 12-24 fps (you choose, based on how you want your animation to look)
* Stage Size: 800 x 600 pixels
* Length: It should take your viewer approx. 15-30 seconds to complete your lesson
* .Fla File Name: loginname\_MiniLessonMovie

**It must include the following OLD techniques:**

* Storytelling – Create a mini-lesson teaching anything you like (as long as it is school appropriate). It can be simple, like “how to make grilled cheese sandwiches,” or “how to wrap a present” or more complex, like “how to survive a zombie apocalypse” or “how to survive high school.” Make sure that your lesson is interesting, interactive, and easy for your viewer to follow along with.
* Animation Objects – Include objects made using Flash’s drawing tools. Your objects must be relevant to your lesson, and enhance your reader’s understanding of the content you are trying to teach.
* Tweening – Include at least one type of tween (shape, motion, classic) within your animation. At this point in the class, you should be using tweens, rather than frame-by-frame animation whenever possible.

**It must include the following NEW techniques:**

* Scenes – 3 (start scene, lesson scene, end scene).
* Clickable Button Symbols – 3 (minimum). Use ActionScript linked to buttons to help your viewer navigate through your lesson. Buttons must be used to navigate from scene-to-scene, and may also be used to provide your viewer with navigation options. Note: you may turn any shape or drawing into a button symbol!
* Timeline ActionScript – 3 codes/code snippets (minimum). Use ActionScript linked to your timeline to help control the flow of your movie, as well as the way your user is able to interact with it.
* Audio – 1 clip (minimum). You may choose to use a full-length song or sound clips. You may choose to add background music, narration, sound effects, or any combination of the three! You may add audio to either your timeline, or buttons to satisfy this criteria.
* Text & Effects – Your lesson must include written instructions throughout. Add effects to your text (motion, brightness, scaling, tint, etc.) to make your animation more interesting.

**The Hand-In Process:**

* Create a new folder and name it “loginname\_MiniLessonMovie”
* Place a copy of your .FLA document AND your .SWF document inside
* Place a copy of your MiniLessonMovie document inside, with the “Proposal” and “Reflection” questions completed, and the “Project” criteria checked off (you may do this by highlighting, striking out, or changing the colour of each criteria).



The Proposal

Prior to beginning your animation, respond to the following questions within this document. Have this proposal approved by Ms. Hammond before beginning your animation.

Your Ideas:

In the space below, briefly describe your animation’s central idea. Using the tools available to you, how will you make this idea a reality?

What is the purpose of your animation? Explain how your animation will achieve your purpose.

Who is the audience? Explain why your animation will be effective for your audience.

Use the storyboard or web templates provided in class to sketch a quick plan for your movie. If you choose to do a “create-your-own-adventure-style” movie, you might want to create a sort of web instead, since the storyline will not be linear (since users will be able to choose from 2 options that will take them in different directions).

The Reflection

Once you have finished your Mini-Lesson Movie, respond to the following questions within this document.

Your logistics:

What stage size did you choose? Why?

What frame rate did you choose? Why?

Did your tweens, buttons, and timeline work out the way you wanted them to? Explain.

Your Finished Product:

How did your audio enhance your central idea? Your purpose? Appeal to your audience?

How did your illustrations enhance your central idea? Your purpose? Appeal to your audience?

How did your navigation (buttons, order of events) enhance your central idea? Purpose? How did it make your animation simple and fun for your viewers to interact with?