

Digital Media Academy 2010'  
Flash Actionsript and Programming  
Course Outline

	Monday	Tuesday	Wednesday	Thursday	Friday
8:00 AM					
8:30 AM	Registration		Classrom Open		
9:00am	Flash Review	Visual-ActionScript Connection	Video and Sound	Project Work	Project Work
9:30am					
10:15am	Break				
10:30am	Advanced Drawing	Basic Game Beginnings	Visual Effects	Project Work	Project Work
11:00am					
11:30am					
Noon	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
1:00pm	Advanced Animation	Basic Game Build	LUNCH	Project Work	Project Work
1:30pm					
2:00pm			Design Patterns Codefied		
2:30pm					
3:00pm	Break				
3:15pm	Interactive Design Patterns	Basic Game Finishing	Planning and Organizing Your Project	Project Work	Project Work
4:00pm					
4:30pm					
5:00pm					