

MM4414 Simulations and Modeling
Section 22243

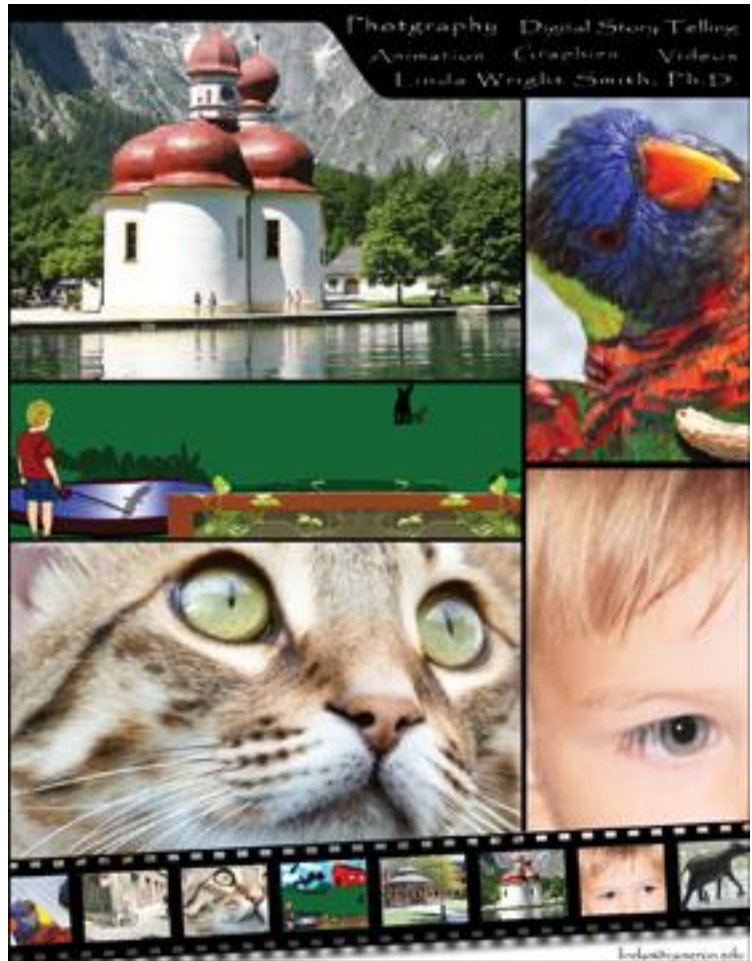
TIME: 8:00-10:50
Tues –Thurs - CETES Room 108

Dr. Linda Wright Smith Office: 102C Cetes

Office Hours:
Mon, Weds: 8:30 - 9:30, 2:00 -3:30
Tues,Thurs: 7:00 – 8:00, 1:00 – 2:00
And By Appointment
e-mail--Checked twice daily

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Statement of Teaching Philosophy
Students need to be actively involved in the learning process to develop new knowledge and critical thinking skills. Therefore, students will be engaged in types of learning activities that promote their own construction of knowledge.



COURSE DESCRIPTION:

4414 SIMULATION, 4 hours credit

Demonstration of effective methods for visualizing objects and data through designing and creating animations for use in video, multimedia and virtual environments. Prerequisite: MM 3013. Lecture 2 hours, laboratory 4 hours.

COURSE OBJECTIVES:

The students will be able to:

Define and give examples of Experiential, Procedural, Gaming and Hybrid Simulations	Create interactive models
Explain the purpose of Simulations Debriefing	Conduct Alpha and Beta Testing
Create a Simulations Debriefing	Create a Prototypical Cognitive Simulation

BS STUDENT LEARNING OBJECTIVES (420):

- BS SLO 1: Communicate effectively in visual, oral, and written form.
- BS SLO 4. Identify and describe a target audience.

- BS SLO 5: Analyze the characteristics of one or two existing and emerging technologies and their use in an instructional, marketing, or entertainment environment.
- BS SLO 6: Select and use a variety of techniques and strategies to define and sequence multimedia content.
- BS SLO 7. Capture and edit digitized graphics, animation, audio, and video and import them into computer-based and/or web-based applications.
- BS SLO 8. Demonstrate familiarity with at least one basic and one advanced authoring program or one basic and one advanced web authoring tool.

REQUIRED TEXT AND MATERIALS:

Adobe Actionsript 3.0 For Adobe Flash CS5 Professional CS5
Adobe After Effects CS5 Digital Classroom Christopher Smith and the AGI Creative Team

COURSE REQUIREMENTS:

In addition to class attendance, each student is required to complete all lab assignments, literary research, article reviews, and exams. Exam **cannot be made up** unless there is a compelling reason for not taking an exam on time. Each student is required to complete all assignments within the time frame listed below. **For each day late on an assignment you will receive a 10 percent deduction in points.**

Withdrawals

The last date to drop with an automatic withdrawal is **6 APR**. Students must complete the official administrative process to withdraw from a class. Failure to do so will result in the student receiving an "F."

Evaluation: 900 – 1000 pts **A** 800-899 pts **B** 700-799 pts **C** 600-699 pts **D** Below 600 pts **F**

Maximum Possible Points	Points You Earned
200 pts max for <u>totally functional prototypical</u> cognitive simulation product with digital: 1) concept outline 2) flowcharts 3) story boards 4) scripts 5) supporting audio/video/animation pieces	
20 pts Make Linda's Compass model	
70 pts Comprehensive Simulations Article Review	
90 pts -- Flash Labs	
40 pts – After Effects labs	
100 pts -- Roundtable Discussion Participation (5 discussions)	
100 pts Exam 1: Simulations	
100 pts Exam 2: Flash Chapters One – Five	

80 pts Exam 3: Flash Exam Chapters Six –Nine	
100 pts Exam 4: Adobe After Effects (Study Guide)	
100 pts Create a working Model of some object for your simulation project	

Schedule:

Discussions

Milestones

Readings and Lab/Project

	Discussions	Milestones	Readings and Lab/Project
Week 1	Cognitive Simulations Flash Overview Simulations Study Guide Review		Flash Chapters 1 – 2 Concept Map
Week 2	Experiential Simulations Flash Turn In Sims Article You Plan to Review Turn In Finalized Concept Map Thursday: Roundtable One		Concept Map Flash Lab Chapter 3
Week 3	Procedural Simulations Simulations Review Turn In Linda’s Compass Model **Exam 1 – Simulations		Flash Lab Chapter 4
Week 4	Turn In Finalized flowcharts Turn in finalized article review Thursday: Roundtable Two		Flash Lab Chapter 5 You should be in Sims production
Week 5	Flash Review Media Check		Flash Lab Chapter 6 - 7 Sims Project
Week 6	Media Check **Exam 2 – Flash Chapters 1-5		Flash Lab Chapter 8 - 9 Sims Project
Week 7	After Effects Interface Thursday: Roundtable Three		After Effects Lesson 2
Week 8	After Effects Media Management Media Check		After Effects Lesson 3 Sims Project
Week 9	After Effects Animation workflow Exam 3– After Effects (TAKE HOME TUESDAY TURN		After Effects Lesson 4 Sims Project

	IN THURSDAY) Turn In Finalized Scripts) Thursday: Roundtable Four	
Week 10	<ul style="list-style-type: none"> After Effects Working With Text Turn in Finalized Storyboards	After Effects Lesson 6 By now, you should have done an initial walk through of your entire product
Week 11	Media Check	Work on Sims Project
Week 12	Turn in Finalized Supporting mc's/audio/animation pieces Thursday: Roundtable Five Exam 4 Flash	Finish testing/corrections Get Take Home Exam
Week 13	Alpha Testing: Project must be in its finished working condition!	Alpha Testing -- I will assign Alpha testers to check out individual simulations
Week 14	Make corrections as needed	Make Alpha Testing Corrections -- Fine tune your simulation
Week 15	Turn in all artifacts developed for this Project	Make any final changes to complete the project.
Finals Week	Show Simulation Projects	Turn in all finalized supporting documents in your portfolio and your finished simulation

Lab Requirements Start your labs in class. There is no make up for missed in class labs. Start Simulations assignments in class; and if needed, finish them during open lab hours. During scheduled class periods, students may use the lab computers or personal electronic devices to access course materials only. Materials not directly related to this course **MAY NOT** be accessed at any time on university or personal devices. Cell phones may be set to silent for emergencies only. Non-emergency calls/texts/emails should not be acknowledged during class time. That means –NO MESSAGING, FACEBOOKING, E-MAILING, TEXTING! **Each time you break this rule 5 points will be taken from your lab points!**

I reserve the right to amend or revise this syllabus, as it becomes necessary.

Participation Requirements: You will be required to participate in class discussions. If you are not in class when assignments are due, you must make appropriations for your work to be submitted on time. All assignments are due at the stated times. If you submit assignments after the designated time, your assignment is considered late and unacceptable. If there is a valid reason for extended absence, schedule an appointment with Dr. Smith to discuss options for make-up.

Administrative Withdrawal: If, during the course of the semester, a student's class average falls below a passing grade due to inadequate participation, I may recommend the assignment of an "AW" prior to the last date for an automatic

withdrawal. If a student has missed more than 6 class periods, and the drop/add period has expired, then I may recommend Administrative Withdrawal to the Chair of the Department.

[Common Syllabi for Spring 2012 --See right side of page under "Syllabus Attachments."](#)