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DOMAIN 1.0 Setting Project Requirements			
1.1 Identify the purpose, audience, and audience needs for rich media content.	**PDF:** MGL_WhitePaper_RichMedia.pdf	**Graphics:** Project 1: Create a logo of fire Project 2: Create a bar chart **Testing and Publishing:** Project 2: Publish a flash movie to play over the web, with specific target parameters	
1.2 Identify rich media content that is relevant to the purpose of the media in which it will be used (websites, mobile devices, and so on).		**Graphics:** Project 1: Create a logo of fire Project 2: Create a bar chart	
1.3 Understand options for producing accessible rich media content.	**PDF:** Handout_1.3.pdf MGL_Whitepaper_Accessibility.pdf		
1.4 Demonstrate knowledge of standard copyright rules (related terms, obtaining permission, and citing copyrighted material).	**PDF:** Handout_1.4.pdf		
1.5 Make website development decisions based on your analysis and interpretation of design specifications.	**PDF:** Handout_1.5.pdf		
1.6 Communicate with others (such as peers and clients) about design and content plans	**PDF:** Handout_1.6.pdf	**Web Design Basics:** Project 1: Create a site assessment Project 2: Create a page components list	**Web Design Basics:** • Project Plan • Visual Hierarchy

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DOMAIN 2.0 Identifying Rich Media Design Elements			
2.1 Identify general and Flash-specific best practices for designing rich media content for a website.	**Chapter 6:** Creating Interactive Navigation **Chapter 1:** Getting Acquainted **Chapter 3:** Creating and Editing Symbols **Chapter 4:** Adding Animation **Chapter 10:** Publishing Flash Documents **Chapter 8:** Working with Sound and Video **PDF:** MGL_WhitePaper_RichMedia.pdf Handout_2.1.pdf	**Graphics:** Project 1: Create a logo of fire Project 2: Create a bar chart Project 3: Create the graphics for a set of interface controls **Motion Tweens:** Project 1: Create an animated clock Project 2: Create a Transition between images Project 3: Create an animted title Project 4: Create an animation of a race car Project 5: Create a banner ad	
2.2 Demonstrate knowledge of design elements and principles.	**PDF:** Handout_2.2.pdf MGL_Whitepaper_DesignBasics.pdf	**Graphics:** Project 1: Create a logo of fire Project 2: Create a bar chart Project 3: Create the graphics for a set of interface controls Project 4: Create simple game character of yourself	
2.3 Identify general and Flash-specific techniques to create rich media elements that are accessible and readable.	**Chapter 7:** Using Text **PDF:** MGL_Whitepaper_Accessibility.pdf Handout_1.3.pdf	**Text:** Project 1: Create a Display Title Project 2: Create wrapping text Project 3: Integrate Hyperlinks in text	
2.4 Use a storyboard to produce rich media elements.	**Chapter 10:** Publishing Flash Documents **PDF:** MGL_WhitePaper_RichMedia.pdf		

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2.5 Organize a Flash document	**Chapter 1:** Getting Acquainted **Chapter 3:** Creating and Editing Symbols	**Layout and Basics:** Project 1: Create a banner ad template Project 2: Creating a still collage Project 3: Creating an animated postcard	**Layout and Basics** • Working with layers

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3.1 Identify elements of the Flash interface.	**Chapter 1:** Getting Acquainted	**Layout and Basics:** Project 1: Create a banner ad template Project 2: Creating a still collage Project 3: Creating an animated postcard	**Layout and Basics** • Identifying the Elements of the Flash Interface • The Toolbar • The Stage and the Work Area • The Panels • Creating Workspaces"
3.2 Use The Property Inspector	**Chapter 1:** Getting Acquainted	**Graphics:** Project 2: Create a bar chart Project 3: Create the graphics for set of interface controls **Motion Tweens:** Project 1: Create an animated clock **Interactivity:** Project 4: Create an interactive image gallery **Text:** Project 1: Create a display title	**Layout and Basics** • Identifying the Elements of the Flash Interface **Motion Tweens:** • Creating an Object-Based Motion Tween
3.3 Use the Timeline.	**Chapter 1:** Getting Acquainted	**Layout and Basics:** Project 1: Creating a banner ad template **Graphics:** Project 3: Create a logo of fire **Sound and Video:** Project 3: Create video gallery **Publishing:** Project 1: Create a projector for the Mac and Windows Project 2: Publish a Flash movie to play over the web, with specific target parameters	**Layouts and Basics:** • Working with Layers • Understanding Frame Rate • Understanding the Timeline Icons in a Classic Tween

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3.4 Adjust document properties.	**Chapter 1:** Getting Acquinted	**Layout and Basics:** Project 1: Creating a banner ad template	**Layouts and Basics:** • The Stage and the Work Area
3.5 Use Flash guides and rulers.	**Chapter 3:** Creating and Editing Symbols	**Graphics:** Project 2: Create a bar chart Project 3: Create the graphics for set of interface controls **Interactivity:** Project 3: Create an interactive map	**Graphics:** • Using Rulers and Guides
3.6 Use the Motion Editor	**Chapter 4:** Adding Animation	**Shape Tweens and Masking:** Project 1: Create an animation of a dripping faucet Project 2: Create an animated logo of fire Project 4: Use a mask to create an animation of a drink that drains from a container **Inverse Kinematics:** Project 1: Create an animated crane Project 2: Create an animated octopus Project 3: Create a walk cycle for a character	**Motion Tweens:** • Creating An Object-Based Motion Tween • Altering the Path of a Motion Tween • Using the Motion Editor • Setting the Ease Property of an Animation"
3.7 Understand Flash file types.	**Chapter 1:** Getting Acquainted **Chapter 8:** Working with Sound and Video	**Layout and Basics:** Project 1: Creating a banner ad template **Sound and Videos:** Project 3: Create a video gallery	**Layout and Basics:** • File Formats Used in Flash • Saving .fla Files • Saving .xfl Files
3.8 Identify best practices for managing the file size of a published Flash document.	**Chapter 3:** Creating and Editing Symbols **Chapter 10:** Publishing a Flash Document	**Dreamweaver Interface:** Project 1: Launch Dreamweaver and use the welcome screen	**Symbols:** • Managing Library Content • Understanding Symbols • Creating a Graphic Symbol • Editing and Using Graphic Symbols • Creating Movie Clip Symbols • Editing Movie Clip Symbols

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DOMAIN 4.0 Building Rich Media Elements by Using Flash CS5			
4.1 Make rich media content development decisions based on your analysis and interpretation of design specifications.	**Chapter 10:** Publishing a Flash Document	**Testing and Publishing:** Project 2: Publish a flash movie to play over the web, with specific target parameters	**Testing and Publishing:** • Testing in and from Flash
4.2 Use tools on the Tools panel to select, create, and manipulate graphics and text.	**Chapter 1:** Getting Acquainted **Chapter 2:** Working with Graphics **Chapter 3:** Creating and Editing Symbols	**Graphics:** Project 1: Create a logo of fire Project 3: Create the graphics for a set of interface controls Project 4: Create a simple game character of yourself	**Layout and Basics:** • The Toolbar **Graphics:** • Understanding Flash Merge Drawing Mode • Understanding Flash Object Drawing Mode • Creating Vector Art with the Flash Drawing Tools
4.3 Import and modify graphics.	**Chapter 3:** Creating and Editing Symbols	**Symbols:** Project 1: Integrate a title with an image Project 2: Create a 3D display of photos Project 3: Create a trio of window frames	**Layout and Basics:** • Importing JPG Files
4.4 Create text	**Chapter 7:** Using Text	**Text:** Project 1: Create display title Project 2: Create wrapping text Project 3: Integrate hyperlinks in text	**Text:** • Understanding Text Field Types • Understanding Text Layout Format • Creating Text Fields • Advanced Text Formatting
4.5 Adjust text properties	**Chapter 7:** Using Text	**Text:** Project 1: Create display title Project 2: Create wrapping text Project 3: Integrate hyperlinks in text	**Text:** • Creating Text Fields • Advanced Text Formatting **Testing and Publishing** • Setting HTML Publish Settings
4.6 Create objects and convert them to symbols, including graphics, movie clips, and buttons.	**Chapter 3:** Creating and Editing Symbols **Chapter 6:** Creating Interactive Navigation	**Interactivity:** Project 2: Create an interactive anatomy lesson Project 3: Create an interactive map Project 4: Create an interactive image gallery **Sound and Video:** Project 1: Add sound to a button	**Symbols:** • Creating a Graphic Symbol • Editing and Using Graphic Symbols • Creating Movie Clip Symbols • Editing Movie Clip Symbols

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4.7 Understand symbols and the library.	**Chapter 2:** Working with Graphics **Chapter 3:** Creating and Editing Symbols	**Symbols:** Project 1: Integrate a title with an image Project 2: Create a 3D display of photos Project 3: Create a trio of window frames	**Symbols:** • Managing Library Content • Understanding Symbols **Graphics:** • Creating Vector Art with the Flash Drawing Tools • Brush Tool, Spray Brush Tool **Text:** • Understanding Text Field Types
4.8 Edit symbols and instances.	**Chapter 3:** Creating and Editing Symbols	**Symbols:** Project 3: Create an illustration of a school of fish **Interactivity:** Project 3: Create an interactive map	**Symbols:** • Creating a Graphic Symbol • Editing and Using Graphic Symbols • Editing Movie Clip Symbols
4.9 Create masks.	**Chapter 9:** Loading and Controlling Flash content	**Shape Tweens and Masking:** Project 3: Create a trio of window frames Project 4: Use a mask to create an animation of a drink that drains from a container	

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4.10 Create animations (changes in shape, position, size, color, and transparency).	**Chapter 3:** Creating and Editing Symbols **Chapter 4:** Adding Animation **Chapter 5:** Articulated Motion and Morphing	**Motion Tweens:** Project 1: Create an animated clock Project 2: Create a Transition between images Project 3: Create an animated title Project 4: Create an animation of a race car Project 5: Create a banner ad **Shape Tweens and Masking:** Project 1: Create an animation of a dripping faucet Project 2: Create an animated logo of fire Project 3: Create a trio of window frames Project 4: Use a mask to create an animation of a drink that drains from a container **Inverse Kinematics:** Project 1: Create an animated crane Project 2: Create an animated octopus Project 3: Create a walk cycle for a character	**Layout and Basics:** • Understanding the Timeline Icons in a Classic Tween • Editing Frames on the Timeline • Creating a Simple Shape Tween **Shape Tweens and Masking:** • Shape Tweening Text • Advanced Shape Tweening • Creating An Object-Based Motion Tween **Motion Tweens:** • Altering the Path of a Motion Tween • Altering the Curve of a Motion Path • Inverse Kinematics • Using the Bone Tool
4.11 Add simple controls through ActionScript 3.0.	**Chapter 6:** Creating Interactive Navigation	**Interactivity:** Project 3: Create an interactive map Project 4: Create an interactive image gallery	**Interactivity:** • Introduction to Object-Oriented Programming with ActionScript • Viewing ActionScript that Controls the Timeline • Viewing ActionScript that Enables Interactivity • Where to Write ActionScript • What does ActionScript Consist of? • Preparing a File for ActionScript • Stopping Timelines from Playing and Looping • Controlling Button Actions by Adding Event Listeners • Using Code Snippets • Editing Code Snippets

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4.14 Publish and export Flash documents.	**Chapter 10:** Publishing Flash Documents **Chapter 8:** Setting the quality of the sounds	**Testing and Publishing:** Project 1: Create a projector for the Mac and for Windows Project 2: Publish a Flash movie to play over the web with specific target parameters	**Layout and Basics:** • File Formats Used in Flash • Saving .fla Files **Sound and Video:** • Optimizing Sound Files • Using the Adobe Media Encoder **Testing and Publishing:** • Setting SWF Publish Settings • Setting HTML Publish Settings
4.15 Make a document accessible	**PDF:** Handout_1.3.pdf MGL_Whitepaper_Accessibility.pdf		

DOMAIN 5.0 Evaluating Rich Media Elements by Using Flash CS5

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5.1 Conduct basic technical tests.	**Chapter 10:** Publishing Flash Documents **PDF:** MGL_WhitePaper_RichMedia.pdf		**Testing and Publishing -** • Testing in and from Flash • Setting SWF Publish Settings • Publishing Your SWF for Deployment
5.2 Identify techniques for basic usability tests.	**Chapter 10:** Publishing Flash Documents **PDF:** MGL_WhitePaper_RichMedia.pdf	**Shape Tweens and Masking:** Project 3: Create a trio of window frames Project 4: Use a mask to create an animation of a drink that drains from a container	