Adobe® Flash® Exam Objectives

1.0 Setting project requirements

1.1 Identify the purpose, audience, and audience needs for rich media content.

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).

1.3 Understand options for producing accessible rich media content.

1.4 Demonstrate knowledge of standard copyright rules (related terms, obtaining permission, and citing copyrighted material).

1.5 Understand project management tasks and responsibilities.

1.6 Communicate with others (such as peers and clients) about design and content plans

2.0 Identifying Rich Media Design Elements

2.1 Identify general and Flash-specific best practices for designing rich media content for the web, mobile apps, and AIR applications.

2.2 Demonstrate knowledge of design elements and principles.

2.3 Identify general and Flash-specific techniques to create rich media elements that are accessible and readable.

2.4 Use a storyboard to produce rich media elements.

2.5 Organize a Flash document

3.0 Understanding Adobe Flash CS6 Interface

3.1 Identify elements of the Adobe Flash interface.

3.2 Use the Timeline.

3.3 Adjust document properties.

3.4 Use Adobe Flash guides and rulers.

3.5 Use the Motion Editor.

3.6 Understand Flash file types.

3.7 Identify best practices for managing the file size of a published

3.8 Adobe Flash document.

4.0 Building Rich Media Elements by Using Flash CS6

4.1 Make rich media content development decisions based on your analysis and interpretation of design specifications.

4.2 Use tools on the Tools panel to select, create, and manipulate graphics and text.

4.3 Import and modify graphics.

4.4 Create text.

4.5 Adjust text properties.

4.6 Create objects and convert them to symbols, including graphics, movie clips, and buttons.

4.7 Understand symbols and the library.

4.8 Edit symbols and instances.

4.9 Create masks.

4.10 Create animations (changes in shape, position, size, color, and transparency).

4.11 Add simple controls through ActionScript 3.0.

4.12 Import and use sound.

4.13 Add and export video.

4.14 Publish and export Adobe Flash documents.

4.15 Make a document accessible

5.0 Evaluating Rich Media Elements by Using Adobe Flash CS6

5.1 Conduct basic technical tests.

5.2 Identify techniques for basic usability tests.

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