

The Art Institute of California - San Francisco

Course Syllabus

Course Number: MM3322

Course Title: Multi-user Authoring

Class Meetings: Wednesdays, 18:00 - 22:00

Session/Year: Summer 2007

Instructor Name: John Bruneau

Email Address: jbruneau@aia.edu

Instructor Availability Outside of Class: via email at any time, in game by appointment

Multi-user Authoring

Course Description:

This course provides an exploration of advanced authoring techniques for multi-user interaction design. This course examines the concepts and techniques for developing multi-user game and communication projects.

Course Length: 11 Weeks

Contact Hours: 44 Hours

Lecture: 22 Hours

Lab: 22 Hours

Credit Values: 3 Credits

Course Competencies:

Upon completion of the course, the student should be able to:

- Create a multi-user environment for online delivery
- Apply advanced programming skills to games development.
- Manipulate text, image, and media elements in a multi-user environment
- Pass variables out of a Macromedia Flash movie.
- Create an external data source for Macromedia Flash movies

Course Prerequisites: Intermediate Authoring [del MM3312 Computer-based Training]

Text(s): None required

Materials and Supplies: Storage Disk

Estimated Homework Hours: 6 Hours

Technology Needed: computer, webcam, internet access, flash 8 or higher, php5, Second Life

Grading Scale:

All assignments must have clear criteria and objectives to meet. All students shall be treated equitably. It will be that student's right to know his/her grade at any reasonable point that information is requested by that student. The criteria for determining a student's grade shall be as follows (on a percentage of total points basis):

A+	99 or higher
A	98-93

A-	92-90
B+	89-87
B	86-83
B-	82-80
C+	79-77
C	76-73
C-	72-70
D+	69-67
D	66-60
F	59 or below

Process for Evaluation:

Attendance and Participation	10%
Assignments and Exercises	50%
Final Project	40%

Student Evaluation/Grading Policies:

- Class time will be spent in a productive manner.
- Grading will be done on a point system.
- All work must be received by the set deadlines.
- Late work receives a significant grade reduction
- On-time projects may be redone with instructor approval.
- **ABSOLUTELY NO WORK WILL BE ACCEPTED AFTER THE FINAL CLASS MEETS WEEK 11.**

Classroom Policy:

- No food allowed in class or lab at any time. Drinks in recloseable bottles allowed in classroom.
- Edible items brought to class or lab must be thrown out.
- If student elects to eat/drink outside class or lab door, missed time is recorded as absent.
- Attendance is taken hourly. Tardiness or absence is recorded in 15-minute increments.
- Break times are scheduled by the instructor at appropriate intervals.
- No private software is to be brought to lab or loaded onto school computers.
- No software games are allowed in lab (unless in course curriculum).
- Headphones are required if listening to music during lab. No headphones are allowed in lecture.
- Any student who has special needs that may affect his or her performance in this class is asked to identify his/her needs to the instructor in private by the end of the first day of class. Any resulting class performance problems that may arise for those who do not identify their needs will not receive any special grading considerations.

Disability Policy Statement:

“It is not our policy to discriminate against qualified students with documented disabilities in our educational programs, activities, or services. If you have a disability-related need for adjustments or other accommodations in this class contact Suzanne Raffeld, Disabilities Services Coordinator at: 415-276-1060 or see him/her at: rm 609.”

Weekly Course Outline

Week 1

Introduction to multi-user web applications

Action script programming on the timeline
Dynamically manipulating movieclips
Mouse movement and events.

Analyze Examples:

<http://yugop.com/ver3/index.asp?id=5>

<http://yugop.com/ver3/index.asp?id=23>

Exercise: make your own cursor

Homework:

In class presentation of your favorite flash site(s)

Make a Second Life account

Week 2

Introduction to Game scripting in Flash

Drag and Drop

Key Listeners

Duplicate movie clip

Hit test.

Homework:

Listen to Ars Virtua Borders Conference, Game the System talk.

<http://arsvirtua.com/borders/game.php>

Start work on an interactive interface that and records and utilizes data from multiple users.

Week 3

Flash and PHP

PHP and GET variables

Passing variables between flash and PHP using POST

Executing system commands with flash via PHP

Writing to a text file with flash via PHP

Reading from a text file with flash

Homework:

Finish interactive interface with read/write assignment

Week 4

MMO Games as a platform

Content delivery

Business

Micro Economies

Discuss Game the System

Second Life, in world demos

Assignment presentations

Assignment debugging

Homework:

Crte a simple multiplayer game in Second Life

Week 5

Introduction to multi-client gamming with flash media server

Assignment presentations and critiques

Overview of the flash media server

Shared objects

RTMP streaming

Shared Ball

Live Video Streaming

Chat system

Homework:

Create a multiplayer game. Utilizes as many features of flash media server as possible.

Week 6

multi-client gamming with flash media server continued

multiplayer game beta presentations.

Assignment critique and debugging.

Homework:

Multiplayer game Final Version

Week 7

Final group project

Present Multiplayer game final version

Class play and critique

Brainstorm project
Create project design scheme
Assign Roles
Begin programming

Homework:
Final project development research.

Week 8

Present research
architecture design
Continue programming

Homework:
Final group project beta

Week9

Present Final Group Project Beta
Analyze and Critique
Lecture to be based on hurdles encountered by Students
Continue work

Homework:
Final group project Final Presentation.

Week10

Group project final presentation.
Examine the overall user experience.
Analyze intuitiveness for the end user.

Homework:
Add final touches based on class analysis
Write Users Guide
Compile documentation.
Create project site

Week11

Final project Critique
Present final documentation
Class evaluation of the course