



Fast Track to Authorware

Duration: 3 days



Course Synopsis:

Fast Track to Authorware is designed to teach a wide range of instructional designers and developers to create interactive multimedia applications using Authorware. The course focuses heavily on building the full spectrum of interactive structures, including menus, buttons, hot spots, hot objects, and free text entry. Issues of tracking users and creating scored assessments are explored. The course also provides best practices strategies for efficient development and effective design.

Who Should Attend:

Educators, training developers or technical experts who wish to create engaging, rich-media learning applications, deliver them to employees and customers on the Web, LANs, and CD-ROM, and track student results.

Prerequisites:

Because of the amount of material we cover in class, we do require students to be comfortable using a mouse, opening and saving files, and the general operations of computers, and familiar with terminology used in interactive media. While we will make every reasonable effort to help, students with insufficient skills may be required to observe the class lessons or do their best to keep up without slowing down the rest of the class. We highly recommend working with the application tutorial before coming to the course.

What You Will Learn:

- Incorporating sounds and movies in interactive sequences
- Building "hot spot" responses where the user must identify a particular region of the screen
- Using system and custom variables to track information about the application and user
- Entering and editing calculations
- Creating text entry interactions
- Adding time limit and tries limits responses
- Creating a target area response
- Using conditional responses
- Preparing a piece for delivery via CD-ROM, LAN or Internet

Time:

Class time is 9:00 a.m.- 4:00 p.m.
Breaks are scheduled throughout the day and lunch is typically scheduled 12-1. Students provide their own lunch.

Course Materials:

Course materials are provided. Our goal is to make sure your class meets your objectives, not ours. Therefore, all of our outlines are treated as guides to help steer the workshop. We may change or alter course topics to best suit the classroom situation.

Locations:

We have company-operated facilities in Atlanta, Chicago, San Diego and New Orleans. We also work with a network of rental facilities to offer our classes regularly across the United States and in Canada. Please double-check the location of your class with our office to make sure you get to the right location.

Related Courses:

We recommend the following courses that relate to this class: class:Macromedia Flash, Macromedia Director, Macromedia FreeHand, Macromedia Fireworks, and Adobe Photoshop. Please take a look at our other course outlines at our web site, <http://www.ledet.com>.

Goals:

Sterling Ledet and Associates realizes the importance of education and we take pride in being able to offer you classes that are more custom fit to your needs. Call us at (770) 414-5007 if you have any special questions or e-mail us at sales@ledet.com.

Registration:

Please fill out our registration form and fax it to us at (312) 896-9094.



Fast Track to Authorware

LESSON PLANS

INTRODUCTION TO AUTHORWARE

- Design & Presentation Window
- The Icon Palette
- The Tool Bar
- Controls
- Design Window Shortcuts

USING THE DISPLAY, WAIT, AND ERASE ICONS

- The Display Icon
- Sequencing & Separating Icons
- The Toolbox
- The Wait Icon
- The Erase Icon
- Using the Text Tool
- Aligning Objects

CREATING AND MOVING GRAPHIC OBJECTS

- Using the Drawing Tools
- The Inspectors
- Using the Motion Icon
- Types of Motion
- Direct to Point Motion
- Path to End Motion
- Motion Icon Settings

IMPORTING MEDIA

- Importing Graphics
- Graphic File Formats
- The Sound Icon
- Importing Sounds
- Sound File Formats
- Concurrency
- Synchronizing Sounds
- Link vs. Embed
- The Digital Movie Icon
- Loading a BMP Sequence
- Digital Movie Formats
- Storage of Movies

CREATING INTERACTIONS

- Key Components of Interactions
- How They Work
- Common Interaction and Response Settings
- Response Types
- Using the Button Library & Editor

CREATING HOT SPOT RESPONSES

- Key Components of Hot Spots
- Advantages
- Design Tips

INTRODUCTION TO AUTHORWARE SYSTEM VARIABLES

- The Variables Dialog
- Assigning a Value to a Variable
- Displaying a Variable on the Screen
- Controlling Buttons with Variables
- Storing Calculations

MEDIA LIBRARIES

- Adding Content to a Library
- Changing Content
- Updating Links
- Advantages of Using Libraries

CREATING TEXT ENTRY RESPONSES

- Key Components of Text Entries
- Customization Options
- Variations in Responses, Wildcards

CREATING TIME LIMIT AND TRIES LIMIT RESPONSES

- Key Components of Time Limits
- Key Components of Tries Limits
- Useful Applications

CREATING HOT OBJECT RESPONSES

- Key Components of Hot Objects
- Aligning Graphics
- Advantages of Hot Objects

CREATING TARGET AREA RESPONSES

- Key Components of Target Area Responses
- Procedure for Building Target Areas
- Benefits of Target Area Interactivity
- Applications of Target Areas



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LESSON PLANS

CREATING CONDITIONAL RESPONSES

- Key Components of Conditional Responses
- Conditional Expressions
- Applications of Conditional Responses

USING THE FRAMEWORK AND NAVIGATE ICONS

- Key Components of Frameworks
- Navigation Properties
- Displaying Framework-related Variables
- Benefits of Framework Structures

INSERTING FLASH OBJECTS

- Inserting a Flash Movie

ADDING HYPERTEXT

- Key Components of Hypertext Structures
- Best Procedure for Building Hypertext Interactivity

USING AUTHORWARE MODELS

- Key Components of Models
- What the Difference? Models vs. Libraries

DECISION ICON BRANCHING

- Key Components of Decision Branching
- How it Works
- Decision Icon Properties
- Branching Options
- Path Properties
- Flow Line Cues

INTRODUCTION TO AUTHORWARE FUNCTIONS

- The Functions Dialog
- Using System Functions

PUBLISHING YOUR WORK

- Packaging Files
- Guidelines
- Packaging for Web Delivery
- Embedding the File in an HTML Page
- One-Button Publishing
- Designing for Web Delivery