

## Crafton Hills College Course Outline

1. **Discipline:** Computer Information Systems
2. **Department:** Information Technologies
3. **Course Title:** Introduction to Fireworks
4. **Course I.D:** CIS 164
5. **Prerequisite(s):** None  
**Corequisite(s):** None  
**Departmental Recommendation(s):** None
6. **Semester Units:** 3
7. **Minimum Semester Hours:**  
**Lecture:** 48    **Lab:** 0    **Clinic:** 0    **Field:** 0

8. **Need for the Course:**

Fireworks is widely used throughout the world in the private and public sector and in high-level institutions to design and program Web pages. For this reason students, business people and computer professionals are requesting this course. This course applies to the Associate of Science degree as well as to the Certificate requirements for Computer Information Systems.

9. **Goals for the Course:**

CIS 164 enhances the CIS discipline by offering additional training to the personal user, business user, and programmer. Training in this area will enable our students to become more employable by having more depth of training in the area of Web design. It will also provide training for businesses and for current Web designers who want to update or expand their skills. This course is appropriate to the college mission in that it is part of a complete vocational education program leading to employment.

10. **Catalog Description:**

Introduction to Fireworks and its use to create, modify, animate and optimize graphic files for publishing on the Web.

11. **Schedule Description:**

Introduction to Fireworks and its use to create, modify, animate and optimize graphic files for publishing on the Web.

**12. Entrance Skills:**

- A. Requisite Skills:** None
- B. Recommended Skills:** None

**13. Course Objectives:**

**Upon satisfactory completion of the course, students will be able to:**

- A.** Design, create and publish Fireworks graphics.
- B.** Design, create icons and navigation buttons using Fireworks.
- C.** Design and create pop-up menus.
- D.** Design, create, program and publish a Web site using Fireworks.
- E.** Create text that contributes to effectiveness and navigational efficiency of a Web site using Fireworks.

**14. Representative Texts and Instructional Materials:**

- Shuman, J., Patel, P. (2004). *Macromedia Fireworks MX 2004*: Boston, MA: Thomson Course Technology
- Muller, R. (2003). *Developing Web Sites with Macromedia Fireworks MX*: Boston, MA: Thomson Course Technology.
- Seguin, D. (2003). *Fireworks MX Design and Application*: St. Paul, MN: EMC Paradigm.

**15. Course Content:**

- A.** Introduction to Macromedia Fireworks MX
- B.** Copyrights and ethical issues
- C.** Creating the Groundwork
  - 1.** Understanding the Fireworks environment
  - 2.** Working with new and existing files
  - 3.** Working with bitmap images
  - 4.** Creating shapes
- D.** Working with Objects
  - 1.** Vector tools
  - 2.** Modify colors
  - 3.** Apply effects
- E.** Importing, Selecting, and Modifying Graphics
  - 1.** Vector images
  - 2.** Bitmap files
  - 3.** Imported images
- F.** Working with Interactivity
  - 1.** Slices and hotspots
  - 2.** Creating links
  - 3.** Creating rollovers
  - 4.** Creating buttons
- G.** Creating Animations
  - 1.** Planning animation
  - 2.** Creating basic animation
  - 3.** Frame animation
  - 4.** Adding tweening
  - 5.** Optimizing and exporting files
- H.** Web Site Navigation

1. Pop-up menus
  2. Navigation bars
  3. Integrating Fireworks HTML into and HTML editor
- I. Enhancing Productivity
1. Customizing work
  2. Global changes
  3. Integrating Fireworks with other applications
  4. Understanding intellectual property rights

**16. Methods of Instruction:**

This course will combine lecture, class discussion, computer-aided presentations, collaborative work and computer-based activities.

**17. Assignments and Methods of Evaluation:**

Students will complete a variety of exercises, projects and examinations. Projects and/or exercises, and examinations will consist of modifying existing Web pages, creating new Web pages, modifying Fireworks animations, designing and creating new Fireworks animations.

Fireworks projects/exercises/portfolio:	30 – 50%
Examinations:	20 – 30%
Quizzes	0 – 20%
Collaborative Group Work	10 – 30%

**18. Distributed Education Methods:**      None