Interactive Media Using Adobe Flash Professional

Adobe conducted research to identify the foundational skills students need to effectively communicate using digital media tools. Based on feedback from educators, design professionals, businesses, and educational institutions around the world, the objectives cover entry-level skill expectations for rich media communication.

The following skills will be assessed on the Interactive Media Using Adobe Flash Professional exam.

Interactive Media Using Adobe Flash Professional objectives

Domain 1.0 Setting Project Requirements

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

Domain 2.0 Identifying Interactive Media Design Elements

2.1   Identify best practices for designing interactive media content for desktop and mobile browsers, applications, games, and HD video.
2.2   Demonstrate knowledge of design elements and principles.
2.3   Identify general techniques to create interactive media elements that are accessible and readable.
2.4   Use a storyboard to design interactive media elements.
2.5   Organize an interactive media design document.

Domain 3.0 Understanding the Adobe Flash Professional Interface

3.1   Identify elements of the Flash Professional interface.
3.2   Use the Property inspector.
3.3   Use the Timeline.
3.4   Adjust document properties.
3.5   Use Flash guides and rulers.
3.6   Use the Motion Editor.
3.7   Understand Flash file types.
3.8   Identify best practices for managing the file size of a published Flash or HTML document.

Domain 4.0 Building Interactive Media Elements by Using Flash Professional

4.1   Make interactive 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.
4.12	Import and use sound.
4.13	Add and export video.
4.14	Publish and export Flash documents.
4.15	Make a Flash document accessible.

Domain 5.0 Evaluating Interactive Media Elements by Using Flash Professional

| 5.1 | Conduct basic technical tests. |
| 5.2 | Identify techniques for basic usability tests. |