

Authorware 7

Course Length: 5 days

Cost: \$2,500

Course Outline

Our Authorware 7 course is a customized 5 day intensive workshop starting for beginners wanting to become productive quickly in this very efficient CBT application. Students who are at an intermediate level in Authorware can join this class on day three which overlaps as the last day for the level 1 course.

Day one

Getting to know Authorware
Learning all the icons from the Tool Bar, the Menu and basic setup
Understanding the flow line
Discussion of different media types/formats, and deliverable

Lesson 1

Introduction and Sequencing
Building an intro sequence using, digital video, sound, text, animation and introducing the student to the interaction and decision icon.

Lesson 2

Interaction Icons
Creating a multiple choice question using text, hot spots, and feedback for each selection. Defining text styles and grouping is also covered.

Lesson 3

Using text entry. Introduction to wildcards and the Entrytext variable

Day Two

Review of Day One

Student Lesson - build a multiple choice question with feedback for each response.

Lesson 1

Targeting and Libraries

Building a Target interaction with snap to, catch all and locking objects. Incorporating the use of and demonstrating libraries are used in this Lesson. Constraining icons to area's, paths and screen is also covered.

Lesson 2

Introduction to Frameworks

Creating a fully function navigation system using the Framework Icon. Students will import graphics, rtf files, edit buttons and use hypertext linking in this example.

The use of the Active If condition will be used to disable/hide inactive buttons.

Lesson 3

Menus

Students will build a drop down menu system

Student Lesson - build a target area, when all targets are complete allow the user to restart/reset the application

Student Lesson - build a framework with 3 pages of navigation, using a constant background and disabling appropriate navigation on the first and the last pages.

Day Three

Review of Day Two

Lesson 1

Implementing Decision Icons, System and Custom variables, If Else statements and the Test Function.

Develop a series of Multiple Choice questions with feedback for Pass or Fail

Lesson 2

IconID

Demonstrating the use of the IconID variable in a Random feedback display

Lesson 3

Nested Frameworks and switches

Students learn how to create and navigate through frameworks within frameworks. Switches are used to disable/enable navigation buttons at the appropriate times.

Lesson 4

Radio Buttons and the Checked Variable

Authorware's radio buttons need to be programmed. Further use of Active If and making use of the checked variable will be implemented.

Lesson 5

Sliders

Students will develop static and dynamic sliders. The slider will be used to manipulate another object and for navigation.

Student Lesson - build a nested framework with full and appropriate navigation control.

Day Four

Review of Day One

Lesson 1

Rollovers using IconID

Develop a 3 state button, manipulating each response individually

Lesson 2

Data Capture/Retrieval

Students will use the File functions to write, read and parse data from their local hard drives.

Character functions and custom variables will be used.

Lesson 3

Jump Files - Having one authorware application interface with another application

Students will be two Authorware files, that call each other and pass variable to each other.

Lesson 4

Packaging, Web Delivery

Students will create a login sequence that tests for new/current users.

This application will be packaged as an EXE as well as an AAM file for Web Delivery.

Student Lesson - create a log in sequence that tests users account status, creating new accounts if necessary.

Day Five

Review of Day Two

Q/A on all courseware to date including anything specific that has not been covered.

Lesson 1

Database Access - ODBC

Using external functions in Authorware to write/read data through ODBC

Lesson 2

Post URL sending variables to an ASP, CFM over the WEB

Lesson 3

Active X controls, Asset Xtras

Using Flash as an Asset Xtra

Final Project

The Final Project incorporates most of what has been learned over the last four days.

It is designed to give the student the ability to create a CBT and includes the following:

Login Sequence

Record Retrieval

Full Navigation through the learning section

Glossary

Quiz

User Feedback - comparisons

Data capture/tracking

This Lesson should take between 4-6 hours.

Final Review

The courses provide a workbook of tutorials and Macromedia's Training CD with tutorial files.