

 uCertify

Course Outline

Adobe Flash Creative Cloud



17 Jan 2020



Lesson



Practice test

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Here's what you get

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1. Course Objective

Kick start your prep for the Adobe Flash Certification exam with the Adobe Flash Creative Cloud course. The course focuses on the objectives of Flash CC exam and provides skills to create and manipulate a variety of graphics and animations ranging from simple designs to complex animated sequences. The course covers the exam topics like organizing and planning Flash projects, accessing structured Data, and so on.

2. Pre-Assessment

Pre-Assessment lets you identify the areas for improvement before you start your prep. It determines what students know about a topic before it is taught and identifies areas for improvement with question assessment before beginning the course.

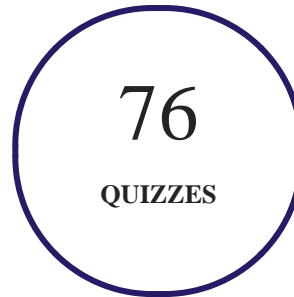
3. Exercises

There is no limit to the number of times learners can attempt these. Exercises come with detailed remediation, which ensures that learners are confident on the topic before proceeding.

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EXERCISES

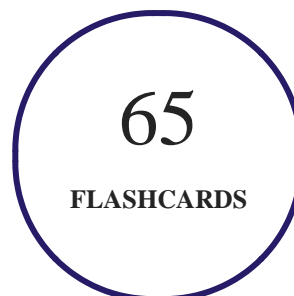
4. Quizzes

Quizzes test your knowledge on the topics of the exam when you go through the course material. There is no limit to the number of times you can attempt it.



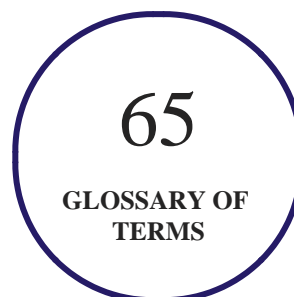
5. Flashcards

Flashcards are effective memory-aiding tools that help you learn complex topics easily. The flashcard will help you in memorizing definitions, terminologies, key concepts, and more. There is no limit to the number of times learners can attempt these. Flashcards help master the key concepts.



6. Glossary of terms

uCertify provides detailed explanations of concepts relevant to the course through Glossary. It contains a list of frequently used terminologies along with its detailed explanation. Glossary defines the key terms.



7. Expert Instructor-Led Training

uCertify uses the content from the finest publishers and only the IT industry's finest instructors. They have a minimum of 15 years real-world experience and are subject matter experts in their fields. Unlike a live class, you can study at your own pace. This creates a personal learning experience and gives you all the benefit of hands-on training with the flexibility of doing it around your schedule 24/7.

8. ADA Compliant & JAWS Compatible Platform

uCertify course and labs are ADA (Americans with Disability Act) compliant. It is now more accessible to students with features such as:

- Change the font, size, and color of the content of the course
- Text-to-speech, reads the text into spoken words
- Interactive videos, how-tos videos come with transcripts and voice-over
- Interactive transcripts, each word is clickable. Students can clip a specific part of the video by clicking on a word or a portion of the text.

JAWS (Job Access with Speech) is a computer screen reader program for Microsoft Windows that reads the screen either with a text-to-speech output or by a Refreshable Braille display. Student can easily navigate uCertify course using JAWS shortcut keys.

9. State of the Art Educator Tools

uCertify knows the importance of instructors and provide tools to help them do their job effectively. Instructors are able to clone and customize course. Do ability grouping. Create sections. Design grade scale and grade formula. Create and schedule assignments. Educators can also move a student from self-paced to mentor-guided to instructor-led mode in three clicks.

10. Award Winning Learning Platform (LMS)

uCertify has developed an award winning, highly interactive yet simple to use platform. The SIIA CODiE Awards is the only peer-reviewed program to showcase business and education technology's

finest products and services. Since 1986, thousands of products, services and solutions have been recognized for achieving excellence. uCertify has won CODiE awards consecutively for last 5 years:

- **2014**

1. Best Postsecondary Learning Solution

- **2015**

1. Best Education Solution
2. Best Virtual Learning Solution
3. Best Student Assessment Solution
4. Best Postsecondary Learning Solution
5. Best Career and Workforce Readiness Solution
6. Best Instructional Solution in Other Curriculum Areas
7. Best Corporate Learning/Workforce Development Solution

- **2016**

1. Best Virtual Learning Solution
2. Best Education Cloud-based Solution
3. Best College and Career Readiness Solution
4. Best Corporate / Workforce Learning Solution
5. Best Postsecondary Learning Content Solution
6. Best Postsecondary LMS or Learning Platform
7. Best Learning Relationship Management Solution

- **2017**

1. Best Overall Education Solution
2. Best Student Assessment Solution
3. Best Corporate/Workforce Learning Solution
4. Best Higher Education LMS or Learning Platform

- **2018**

1. Best Higher Education LMS or Learning Platform
2. Best Instructional Solution in Other Curriculum Areas

3. Best Learning Relationship Management Solution

11. Chapter & Lessons

uCertify brings these textbooks to life. It is full of interactive activities that keeps the learner engaged. uCertify brings all available learning resources for a topic in one place so that the learner can efficiently learn without going to multiple places. Challenge questions are also embedded in the chapters so learners can attempt those while they are learning about that particular topic. This helps them grasp the concepts better because they can go over it again right away which improves learning.

Learners can do Flashcards, Exercises, Quizzes and Labs related to each chapter. At the end of every lesson, uCertify courses guide the learners on the path they should follow.

Syllabus

Chapter 1: Getting Started with Flash CC

- TOPIC A: Identify Components of the Flash CC Interface
- TOPIC B: Identify Elements of a Flash Project
- TOPIC C: Customize the Flash CC Interface
- Summary

Chapter 2: Planning a Flash Project

- TOPIC A: Establish Project Requirements and Documentation
- TOPIC B: Implement Best Practices in Rich Media Design

- Summary

Chapter 3: Creating Illustrations in Flash

- TOPIC A: Start a New Project
- TOPIC B: Draw Basic Shapes
- TOPIC C: Draw Advanced Shapes
- TOPIC D: Add Static Text
- Summary

Chapter 4: Organizing the Project

- TOPIC A: Organize the Library
- TOPIC B: Create Visual Depth Using Layers
- TOPIC C: Use Symbols to Organize for Reuse
- Summary

Chapter 5: Importing Assets into Flash

- TOPIC A: Import Copyrighted Material
- TOPIC B: Import Bitmap and Vector Images
- TOPIC C: Optimize Bitmap Images for Flash

- Summary

Chapter 6: Creating Animation

- TOPIC A: Create Frame-by-Frame Animation
- TOPIC B: Create Tweens and Embedded Animation
- TOPIC C: Create Motion Tween Animations
- TOPIC D: Animate a Mask
- TOPIC E: Create a Button Rollover
- TOPIC F: Work with Motion Paths
- Summary

Chapter 7: Adding Basic ActionScript

- TOPIC A: Apply ActionScript to Control Animation
- TOPIC B : Add Button Actions
- Summary

Chapter 8: Getting Started with an ActionScript Programming Project

- TOPIC A: Plan a Programming Project
- TOPIC B: Apply ActionScript Elements

- TOPIC C: Perform Testing and Debugging
- Summary

Chapter 9: Extending the Behavior of Flash Objects

- TOPIC A: Extend MovieClip Behavior
- TOPIC B: Respond to Events
- Summary

Chapter 10: Accessing Structured Data

- TOPIC A: Parse XML
- TOPIC B: Apply Arrays
- Summary

Chapter 11: Adding Components for Display and User Input

- TOPIC A: Add Components and Set Properties
- TOPIC B: Populate Components with Content
- TOPIC C: Respond to Item Selection in a Component
- TOPIC D: Change the Appearance of Components
- Summary

Chapter 12: Loading Media Content from External Sources

- TOPIC A: Load Image Content
- TOPIC B: Load Video Content
- TOPIC C: Embed Audio Content
- Summary

Chapter 13: Making Rich Media Content Accessible

- TOPIC A: Improve Navigation for Accessibility
- TOPIC B: Make Content Readable by a Screen Reader
- Summary

Chapter 14: Publishing a Movie

- TOPIC A: Prepare to Publish from Flash
- TOPIC B: Edit the HTML Host Page
- TOPIC C: Publish to Various Formats
- Summary

Chapter 15: Appendix A

- Adobe Flash CC Tools

Chapter 16: Appendix B

- Interactive Media Using Adobe Flash Professional CC Certification Exam Objectives

Chapter 17: Appendix C

- Adobe Certified Expert Flash CC Exam Mapping

Chapter 18: Appendix D: Flash keyboard shortcuts

- Tools
- Frames
- Timeline
- File

- View
- Windows
- Modifying and editing
- Other tricks

Videos and How To

uCertify course includes videos to help understand concepts. It also includes How Tos that help learners in accomplishing certain tasks.

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VIDEOS

02:29

HOURS

12. Practice Test

uCertify provides full length practice tests. These tests closely follow the exam objectives and are designed to simulate real exam conditions. Each course has a number of test sets consisting of hundreds of items to ensure that learners are prepared for the certification exam.

Here's what you get

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PRE-ASSESSMENTS QUESTIONS

40

POST-ASSESSMENTS QUESTIONS

Features

Full Remediation

Each question comes with detailed remediation explaining not only why an answer option is correct but also why it is incorrect.

Unlimited Practice

Each test can be taken unlimited number of times until the learner feels they are prepared. Learner can review the test and read detailed remediation. Detailed test history is also available.

Learn, Test and Review Mode

Each test set comes with learn, test and review modes. In learn mode, learners will attempt a question and will get immediate feedback and complete remediation as they move on to the next question. In test mode, learners can take a timed test simulating the actual exam conditions. In review mode, learners can read through one item at a time without attempting it.

13. Post-Assessment

After completion of the uCertify course Post-Assessments are given to students and often used in conjunction with a Pre-Assessment to measure their achievement and the effectiveness of the exam.

Have Any Query? We Are Happy To Help!

GET IN TOUCH:

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■ www.uCertify.com