Adobe Rich Media Communication using Flash CS4

EXAM AND OBJECTIVES

After taking the exam, your score is electronically reported. Please allow 2-4 weeks from the date you pass the exam to receive your ACA Welcome Kit.

Exam Structure

The following lists the topic areas covered in the exam:

- Setting project requirements
- Identifying rich media design elements
- Understanding Adobe Flash CS4 Interface
- Building rich media elements by using Flash CS4
- Evaluating rich media elements by using Flash CS4
- Number of Questions, Time and Passing Score

Number of Questions, Time and Passing Score

- Ranges from 35-40 questions
- Allow for up to 60 minutes to test

Exam Objectives

Domain 1.0 Setting Project Requirements

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

1.2 Identify rich 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 rich 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 Rich Media Design Elements

2.1 Identify general and Flash-specific best practices for designing rich media content for a website.

2.2 Demonstrate knowledge of design elements and principles.

2.3 Identify general and Flash-specific techniques to create rich media elements that are accessible and readable.

2.4 Use a storyboard to produce rich media elements.

2.5 Organize a Flash document

Domain 3.0 Understanding Adobe Flash CS4 Interface

3.1 Identify elements of the Flash interface.

3.2 Use the Property inspector.

3.3 Use the Timeline.

3.4 Use the Motion Editor.

3.5 Understand Flash file types.

3.6 Identify best practices for managing the file size of a published Flash document.

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Domain 4.0 Building Rich Media Elements by Using Flash CS4

4.1 Make rich media content development decisions based on your analysis and interpretation of design specifications.

4.2 Adjust document properties.

4.3 Use Flash guides and rulers.

4.4 Use tools on the Tools panel to select, create, and manipulate graphics and text.

4.5 Import and modify graphics.

4.6 Create text.

4.7 Adjust text properties.

4.8 Create objects and convert them to symbols, including graphics, movie clips, and buttons.

4.9 Understand symbols and the library.

4.10 Edit symbols and instances

4.11 Create masks.

4.12 Create animations (changes in shape, position, size, color, and transparency).

4.13 Add simple controls through ActionScript 3.0.

4.14 Import and use sound.

4.15 Add and export video.

4.16 Publish Flash documents.

4.17 Make a document accessible

Domain 5.0 Evaluating Rich Media Elements by Using Flash CS4

5.1 Conduct basic technical tests.

5.2 Identify techniques for basic usability tests.

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