

Flash 2 Actionscript

midterm I review

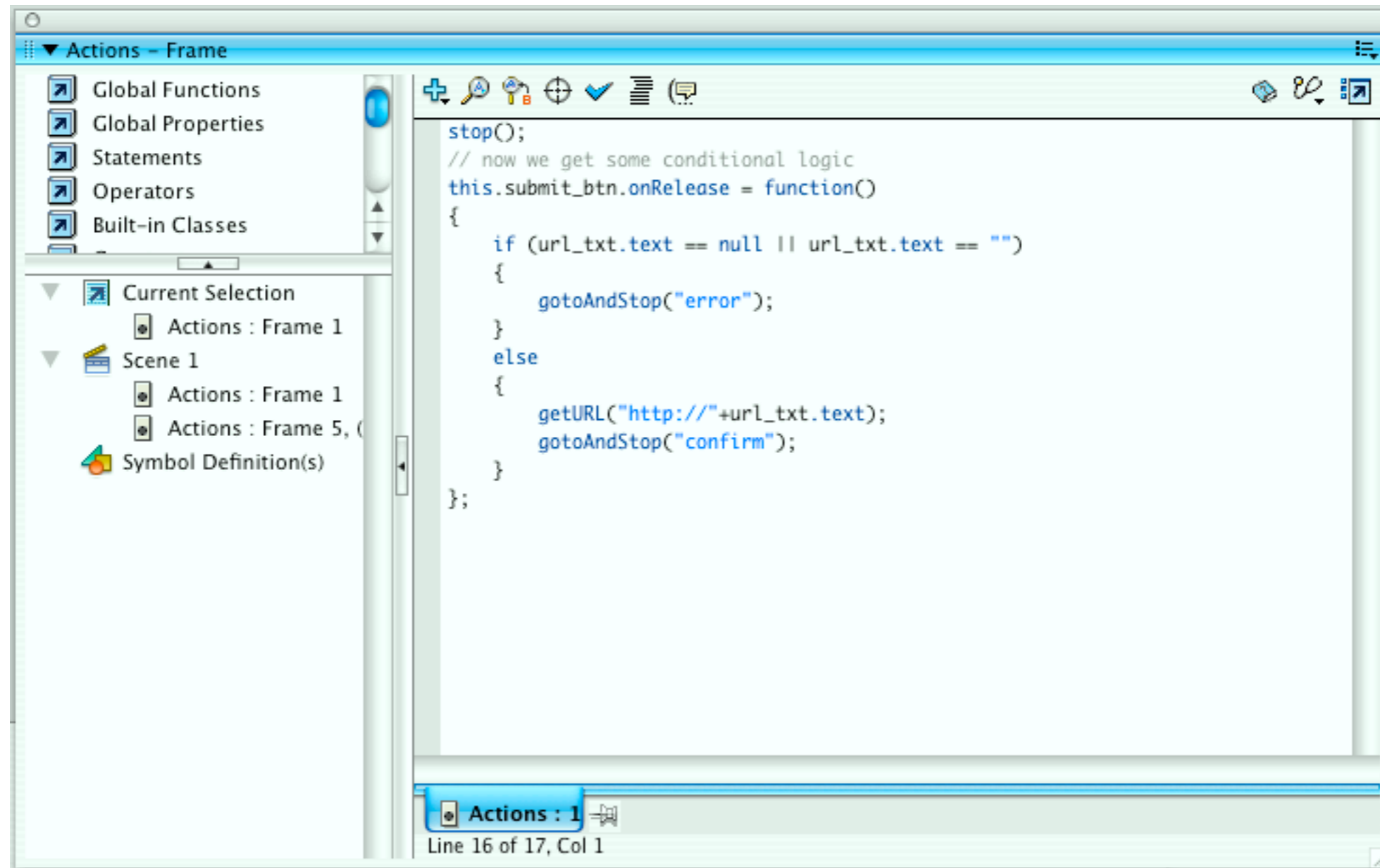
Georg Apitz

Interactivity in Flash

- used pre build interface components
 - *buttons*
 - *combo boxes*
 - *scrollbars etc.*
- create own interactive areas
 - *Actionscript 1 and 2*
 - *scripting language, similar to javascript etc.*

Actionscript Control Panel

- input field for all Actionscript Commands



Create your own interactivity

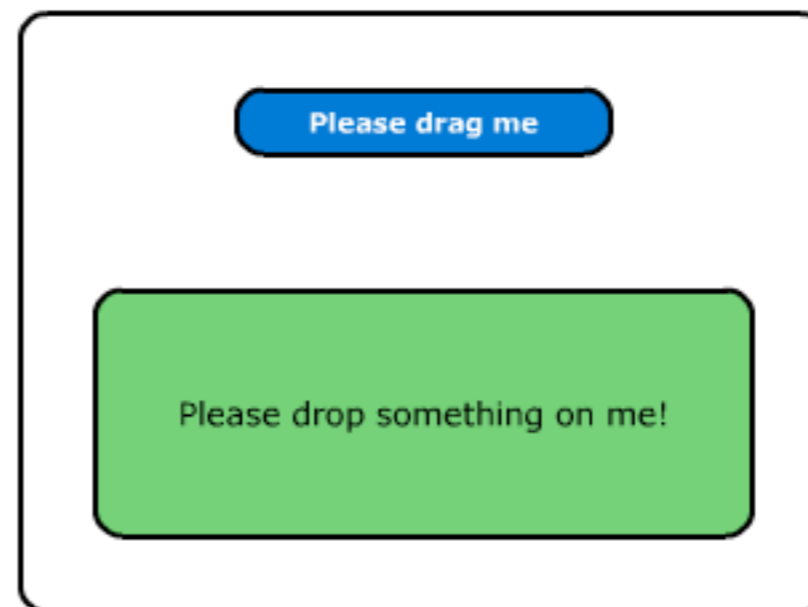
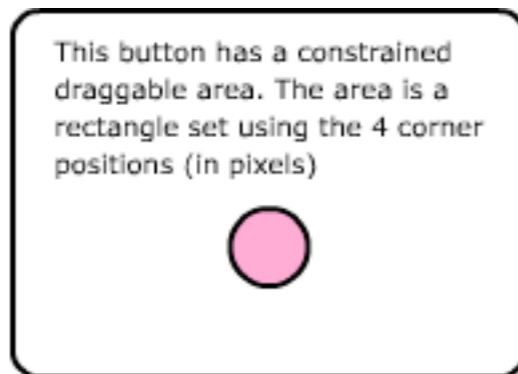
- task: create a button of random shape that changes color when pressed and you can drag it.
- steps
 - *create the button*
 - *create a movie clip and add the button plus action*
 - *add the movie clip to the scene*

Simple Example

- task: create a small interface that lets you enter a URL and submit it, include simple error checking
- steps
 - *create the graphical content*
 - Background
 - Labels
 - *interactive components*
 - text input
 - buttons
 - *add action*
 - actionscript, important to add it at the right frame

A more complex Example

- colorslider



important aspects

- incremental building of interfaces
- buttons cannot have actionscript applied directly
 - *need to be embeded in movies*
- extensive tutorials and info
 - *<http://www.actionscript.org/tutorials.shtml>*

review DTUI 1-6

Chaper I

- usability requirements
 - *think of people who use and maintain it*
- motivations for usability, aspects of usability, classification of different systems by area of use
 - *driven by area*
 - life-critical systems
 - industrial and commercial use
 - office home and entertainment applications
 - exploratory, creative and collaborative interfaces
 - sociotechnical systems (voting, health support)
- hard and software diversity
 - *different OS, different hardware*

Chapter II

- display organization (p 63)
 - *consistency, efficient information assimilation, minimal memory load, data display should match data entry, data display should be flexible*
- how to get user's attention
 - *intensity, marking, size, fonts, blinking, color, audio*
- knowing the user, classification by skill level
 - *novice, intermittent, expert*

Chapter II

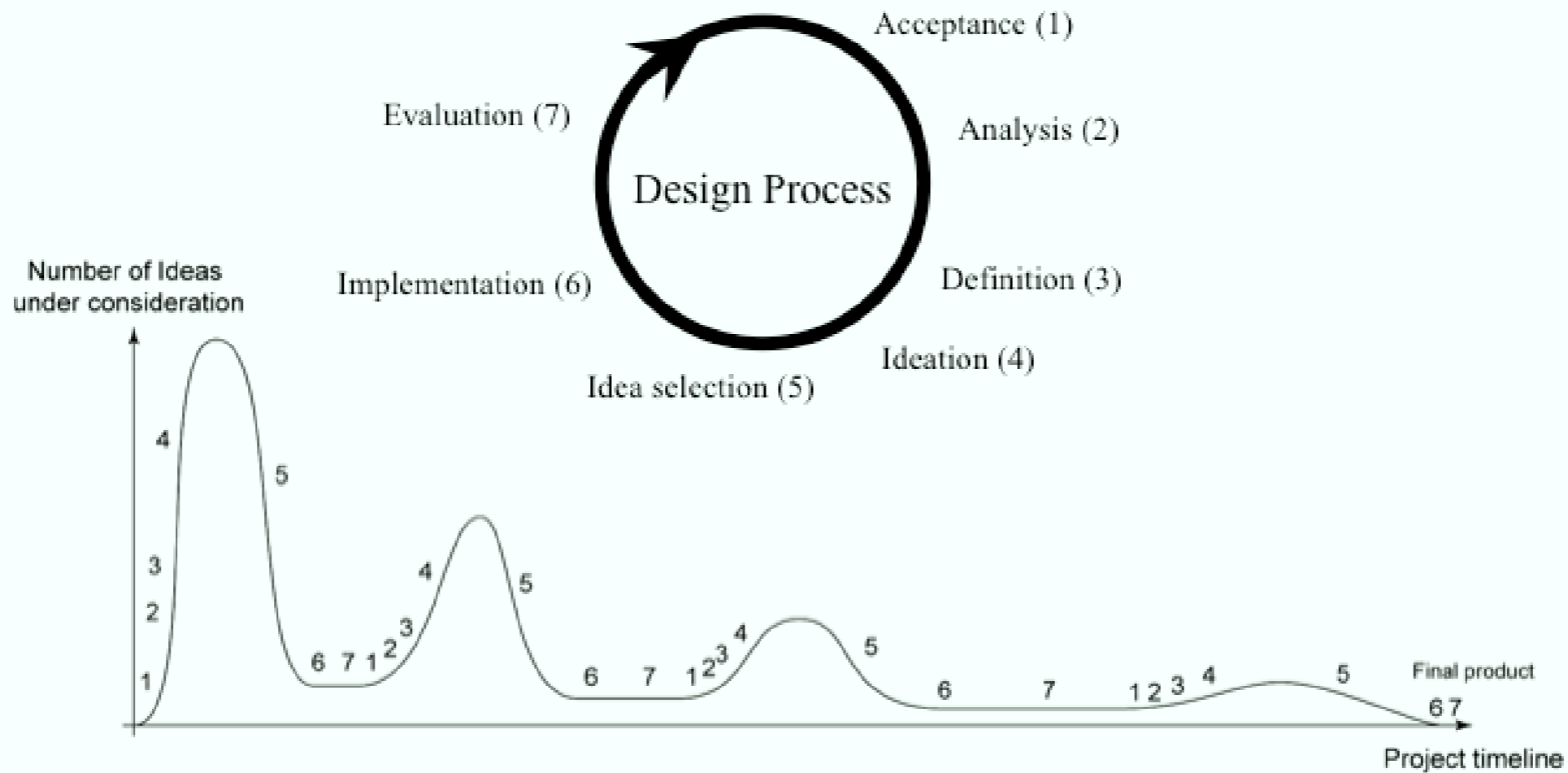
- eighth golden rules (p 75)
 - *consistency*
 - *universal usability*
 - *informative feedback*
 - *dialogs that yield closure*
 - *prevent errors*
 - *easy reversal of actions*
 - *internal locus of control (user is in control)*
 - *reduce short term memory load (7+/- 2)*
- preventing and handling errors

Chapter III

- pillars of design
 - *guidelines documents & process*
 - *user interface and software tools*
 - *expert reviews, usability testing*
- development methodologies / design cycle / waterfall
 - *LUCID (Logical User-Centered Interactive Design Methodology)*
- legal issues in the design process
 - *informed consent*
 - *user rights*

Design

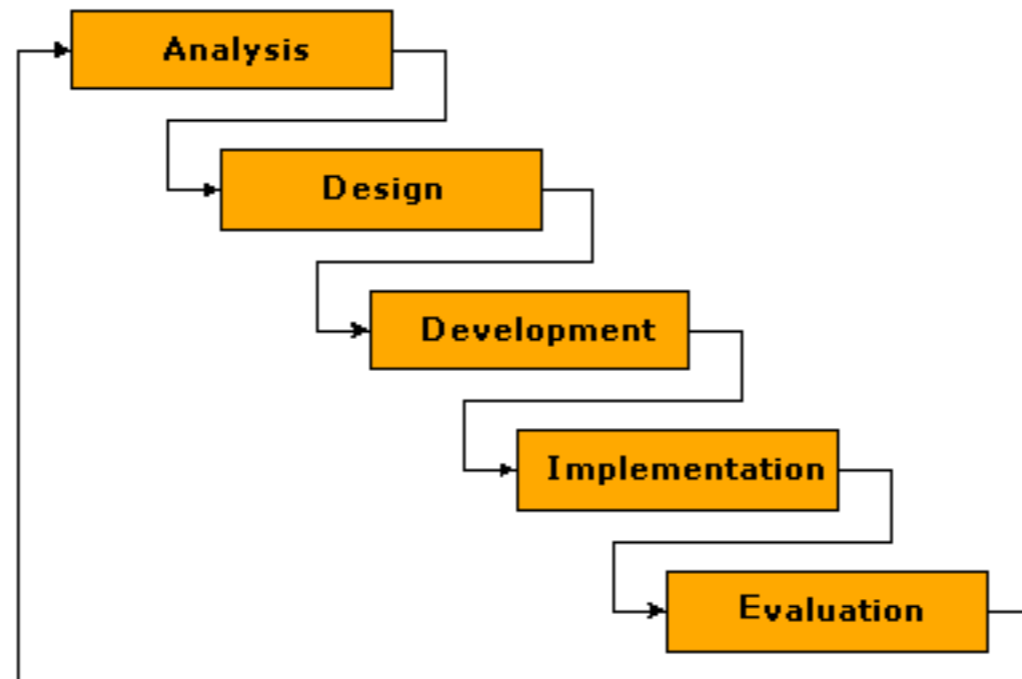
Cycle in the project lifespan



courtesy of F. Guimbretière

more design

- waterfall model



Chapter IV

- expert reviews
 - *subjects experts to review interface*
- usability testing
 - *test different subjects*
 - *control and measure conditions*
- survey instruments
 - *questionnaire writing (p 150)*

Chapter V

- grammars
 - *abstract description of interface interaction (p 176)*
- interface building tools and their features (p 185)
 - *Flash, Director, VB, PLs*
- evaluation and critique of tools
 - *know which tool for what*

Chapter VI

- direct manipulation, what is it, pros and cons
 - *visual interaction and feedback*
 - *easy, intuitive*
 - *undo, history difficult*
- applications for direct manipulation
 - *finder / explorer*
 - *Flash*