Liverpool John Moores University

Title:	Scripted Applications and Devices
Status:	Definitive
Code:	**5084ENG** (116972)
Version Start Date:	01-08-2016
Owning School/Faculty:	Electronics and Electrical Engineering
Teaching School/Faculty:	Electronics and Electrical Engineering

Team	Leader
Ronan McMahon	Y
Paul Otterson	

Academic Level:	FHEQ5	**Credit Value:**	20	**Total Delivered Hours:**	48
Total Learning Hours:	200	**Private Study:**	152		

Delivery Options
Course typically offered: Standard Year Long

Component	Contact Hours
Practical	24
Tutorial	24

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Technology	Cwork 1		50	
Technology	Cwork 2		50	

Aims

To develop Action Script coding to enable device and object control. To provide an understanding of creating practical applications that can be controlled from a web-page environment suited to the needs of the student's programme

Learning Outcomes

After completing the module the student should be able to:

1 To develop action script enabled web-pages
2 To create script and employ plug-ins to enable control of objects
3 To apply scripting to real-world applications and multimedia for product actuation

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Flash–papervision web interfac	1	
Hardware application	2	3

Outline Syllabus

Action Script 2.0 and 3.0
Web-page and web-site control
Papervision 3D
Phidgets and device controllers
Collada

Learning Activities

Tutorials based on staggered topic discussion and Action Learning : student expected to discuss at tutorial the current stage of their application development, and undertake mini-projects for themselves.

Notes

This module is for level 5 students who wishes to create applications to control 3D object visualizations, multimedia, hardware devices and incorporate them into web-served pages.