# DOWNLOAD PDF MACROMEDIA MX ELEARNING

## Chapter 1 : Macromedia Authorware 7 Now Available | Animation World Network

*Macromedia MX eLearning: Advanced Training from the Source [Jeffrey Bardzell] on calendrierdelascience.com \*FREE\* shipping on qualifying offers. With International Data Corp. projecting e-learning to be an $ billion industry by , the demand for interactive multimedia learning applications is on the rise.*

Download all lesson files Introducing the Turorial In this lesson you will create an animated tutorial that teaches users how to install an extension into Macromedia Flash MX using the extension manager. Before you create any application, you should have a good idea of what the final version is going to look like. When following a tutorial in a book, you can look at the completed product. When creating your own project, you should have a storyboard, however informal. A storyboard is a sequence of pages or rectangles drawn on paper representing the pages with explanatory text. In Flash, this is critical. Flash has two native file types: This version of the movie is what the user will see. Now that the file is open, work through the tutorial by watching the animation and reading the text and then pressing the Next button to continue through the movie. Look over the timeline for this movie, expanding the timeline pane if necessary. You can learn a lot about a file just by looking at the timeline. Whenever keyframes appear in the same layer across many frames, you can be confident something important is happening in those frames. This structure reveals that the file is divided into clearly demarcated segments; to the user, these segments look like pages. The blue areas with arrows in them signify motion tweens. Motion tweens are a form of automated animation. Drag the playhead to view each of the frames in turn. The playhead displays what is on the stage at any given time. Use it to navigate around your document while you are working on it. As you drag, notice that aside from the first and last keyframes, each keyframe has a separate screenshot. The careful sequencing of screenshots creates the illusion that drives the simulation. To get this effect when building software simulations, you must carefully take a screenshot every time anything onscreen changes. You may also notice that as you drag the playhead, the cursor on the stage moves around. That cursor is a part of a series of tweened animations. When you drag the playhead, tweened elements are previewed. Dragging the playhead is a convenient way to get a quick look at your animations. This method of testing runs the playhead through the frames at the designated frame rate, making it good at displaying animations. However, it disregards scripts, so it is a poor way to test the actual functionality of the movie. Dozens of assets are grouped in several folders. Double-click a folder to toggle it open or closed. These are the pieces from which the movie is made. Though all these elements are stored in the library, they include several varieties of file, including graphic, button, and movie clip symbols, bitmaps, and sounds. In addition to providing asset management capabilities, using the library also boosts productivity and decreases overall file size. To reuse the same element elsewhere in your movie, rather than re-creating it or hunting around for it to copy and paste, you can simply drag a new instance out of the library onto the stage. In addition, Flash tracks the elements in such a way that users have to download them only once. For example, this movie uses over 20 instances of the arrow cursor, but users will have to download the arrow cursor only once. Explore the file as much as you want, and when you are finished, close the file.

## Chapter 2 : Macromedia updates e-learning tools - CNET

*He has been a speaker at Macromedia/Adobe User Conventions, NASA and the East Coast Games Conference; and was the recipient of the Association for Educational Communications and Technology Immersive Learning Award.*

Mohammed Sharef Macromedia MX: The information contained in this document represents the current view of Macromedia on the issue discussed as of the date of publication. Because Macromedia must respond to changing market conditions, it should not be interpreted to be a commitment on the part of Macromedia, and Macromedia cannot guarantee the accuracy of any information presented after the date of publication. This white paper is for information purposes only. Macromedia may have patents, patent applications, trademark, copyright or other intellectual property rights covering the subject matter of this document. Except as expressly provided in any written license agreement from Macromedia, the furnishing of this document does not give you any license to these patents, trademarks, copyrights or other intellectual property. The names of actual companies and products mentioned herein may be the trademarks of their respective owners. Deleting and Creating Objects Screen Level - Edit Creating Learning Objects Creating Dynamic Learning Objects This white paper outlines the anatomy of a learning object, offers design and development strategies, and suggests technical best practices for building and deploying dynamic learning objects using the Macromedia MX product suite. It is suggested that readers download and install the accompanying demo files prior to reading this paper. The demo files are available for download from the Macromedia Learning Object Development Center at http: The Learning Object Demo application provides an example of reusable content maintained in an open-source architecture and is branded using the fictional Darby University theme. Each organization has its own, unique and specific methodology and technical parameters for contextualizing LOs. Because of this, related issues like metatagging choices, integration into a LMS, administrative permissions and controls and asset management are not discussed in this document or addressed within the Learning Object Demo application. The approach, working files and database structure for version 2 have been advanced from the first version of the Learning Object Demo. December Macromedia MX: Originally intended for demonstration purposes only, the LO Demo is used by the Macromedia Sales Teams as a presentation tool. It was recognized that a dynamic Learning Object application fulfilled a greater need in the eLearning and higher education communities. This demo has therefore been made publicly available as an example of dynamic LO implementation with the MX product line. It is the hope of the Learning Object demo team, that eLearning developers will adapt the LO application to their own particular needs. In this way, we aim to advance the technology, encourage adoption and improve implementation of reusable content. Strategies and Architectures for E-Learning Content whitepaper: A LO may contain opportunities for practice, simulation, collaborative interaction, assessment, and educational resources. Creating Learning Objects Creating Dynamic Learning Objects A LO is constructed from Media Assets, such as paragraphs of text or html, screen titles, captions, video, animation, diagrams, and sound narration. It is using this model that the Learning Object Demo application has been built. Audience When examining the Learning Object Demo application, it is important to consider the audience, which can be separated into two groups. The first group is the technical team involved in the implementation of the application. The second includes the users of the application itself, the content developers, instructional designers and subject matter experts. The skills required for this individual or group includes skills of a: The second team is comprised of those that will be using the application. These include SMEs, instructional designers, graphic designers and usability and QA testers who will design, build and test the use of the Learning Objects. The communication model between the two was primarily a one-way street with ColdFusion packaging up the data in XML and sending it to the Learning Object to parse. The only two-way communication would come through a chat screen layout using the Flash Communication Server. On review of the first version of the demo it became clear that the Workbench could provide an enhanced user experience that is more responsive and intuitive if a Rich Internet Application interface was used to communicate with the server via Flash Remoting. This coupling harnessed data manipulation web service power of ColdFusion and the interactive presentation ability of Flash to produce a web-able application

without the standard browser-based HTML limitations. The Flash user interface communicates with ColdFusion component web services through Flash Remoting MX and the browser to server communication for the Flash Communication Server MX components are handled through shared objects. For further details and documentation please visit the appropriate product area of the Macromedia website. Flash Player Allow end users to view rich content and applications as stand-alone applications or through a web browser. Dreamweaver MX A development tool for building websites and web applications. Tools used to develop the Learning Object Demp app architecture. Database The design of the database see Figure 4 was created directly from the Learning Object instructional design model discussed in the whitepaper: Strategies and Architectures for E-Learning Content. For resources on designing databases and using SQL please visit the Macromedia website at: Creating Learning Objects Architecture The descriptions below provide a reference for each of the fields in the database tables and their relationships as certain fields key off information in other tables. The graphic that appears as a faded background of the Objective Screen Table 2: Each screen uses a layout from a library of pre-determined layout templates. This field is used as required by the screen layout template. This field is not currently implemented. These durations are added together to provide an estimate duration for the entire Learning Object Table 3: Once the database is in place a Data Source Name needs to be setup. Creating Learning Objects Architecture Figure 5: With a new partner, Flash, ColdFusion comes into its own and they make a spectacular combination. In ColdFusion you can write your own communication components. Developers will need a good SQL guide. As mentioned earlier there is a good intructor-led course available on the Macromedia website at: All the LO Demo application methods in one place! It has a powerful yet simple programming model, you can easily integrate Flash user interfaces with applications built using Macromedia ColdFusion MX, and also Microsoft. Page 10 December Macromedia MX: It consists of three basic parts: This is the Learning Object content. Learning space headed with adaptive navigation. The learning space is essentially a multimedia slide show focused around a learning objective. The categories listed in Figure 9 layout, screen parameters, media assets, caption, etc. Some of the values are default settings and the specified layout may not use them for example: Page 12 December Macromedia MX: The content is divided into screen duration, screen media asset caption1, screen media asset file name, test and title. That is the essence of a screen object. The code for the learning screen delivery is simple and linear â€" users are able to navigate both forward and backward using linear directional arrows. Navigation that identifies screens based on their type: Objective; Learn; Practice and Assess. Rolling over the screen buttons reveals the title of each screen. Random navigation is possible by clicking on any of the screen number buttons. The user can also isolate screens by clicking the screentype buttons these include: This navigational feature accommodates differences in learning styles and allows for quick review of relevant material and prior learning assessment. A learner may, for example, jump to an assessment, which results in a screen that indicates the specific screen numbers that still require review. Developers extending this demo application may choose to add their own screentypes. Developers view of screentype ID and screen order. The screentype ID and screen order determines the individual coloring of the screen icons, as well as which buttons are active or inactive when a particular screentype button is pressed. Data Transfer There are two sets of data that are passed to the learning object. The first occurs in the lo. Page 14 December Macromedia MX: Once the preliminary data is passed the movie then establishes a link with the database through a web service this is Flash Remoting and calls two queries that download the data. Creating Learning Objects The Learning Object Workbench When a Flash Remoting service is established and a data call is made, only the minimum amount of required data is delivered in the form of an object. This object can now be stored as a variable or used directly as a data source for a component. The Status light at the bottom of the screen indicates that a user is on line and connected. A red status light indicates a lack of positive connection. Users might try to refresh the screen in order to gain a connection. The task combo box at the left allows navigation through all of the Object tasks. As well, the Learning Object may be launched in a separate pop-up window for review. A banner on the Workbench indicates the active task and which Learning Object is in progress. Task instructions and components appear on the left, the main workspace is on the right. Page 16 December Macromedia MX: The interface user are presented with after logging into the Workbench There is a preliminary Service call that checks the connection

and controls the status indicator. For further information, please refer to the Flash Remoting documentation at; http: By examining the ColdFusion code for the method we find that this function the first in the series that makes up the cfcomponent simply returns true if the connection is made. This is a way to test the connection while the connecting the indicator provides a real-time reading of the server status. The method appears in the component summary as: Instructions for a specific component or area is adjacent to the component or work area.

## Chapter 3 : Adobe Dreamweaver - Wikipedia

*Macromedia MX Elearning has 2 ratings and 0 reviews. In this project-based book, users will create quizzes, tests, interactive software emulations, and m.*

## Chapter 4 : Macromedia - FreeHand Support Center : Getting Started : Learning FreeHand MX

*Working my way through a copy of Macromedia MX eLearning is changing all that. Wow! The book teaches how to develop interactions in Dreamweaver and Flash as well as offering several chapters on putting ColdFusion to work in eLearning.*

## Chapter 5 : LMS and Macromedia - eLearning Learning

*From the Publisher:UntitledWith International Data Corp. projecting e-learning to be an $ billion industry by , the demand for interactive multimedia learning applications is on the rise.*

## Chapter 6 : Macromedia MX Elearning: Advanced Training from the Source [With CDROM] by Jeffrey Bard

*With International Data Corp. projecting e-learning to be an $ billion industry by , the demand for interactive multimedia learning applications is on the rise. And Macromedia's Studio MX design tools--including Flash MX, Dreamweaver MX, and ColdFusion MX--provide the ideal solution.*

## Chapter 7 : Macromedia MX: Creating Learning Objects | mohammed sharef - calendrierdelascience.com

*With International Data Corp. projecting e-learning to be an $ billion industry by , the demand for interactive multimedia learning applications is on the rise.*

## Chapter 8 : Adobe Captivate-Unlock The Future of Smart eLearning Design

*Note: Citations are based on reference standards. However, formatting rules can vary widely between applications and fields of interest or study. The specific requirements or preferences of your reviewing publisher, classroom teacher, institution or organization should be applied.*

## Chapter 9 : Macromedia - FreeHand Support Center : Getting Started : Learning FreeHand MX

*Content that once was king in the e-learning, more specifically with use in any LMS was calendrierdelascience.com weapons including Authorware, Macromedia Director, DazzlerMax, Toolbook were the ones that separated the knights from the common folk.*