

Course Name	<i>SIMPLE GAME DEVELOPMENT USING ADOBE FLASH (SC)</i>								
Course Overview	Digital game has become a must application that everybody need to have either to release stress or hobby. With the evolvement of mobile phone technology, digital game can be downloaded and played anywhere and anytime. The current trends of playing game has opened up opportunities for job availability in the game development area and it also helps the game developer to gain more income. Game business has proven to be the most profitable business in this millennium era and it can be seen in Japan, South Korea and USA.								
Course Objective	<p>This course will focus on simple game development using Adobe Flash. Upon completion of this course, students should be able to:</p> <ul style="list-style-type: none"> • Do scripting in Adobe Flash using ActionScript 3.0. • Develop a simple game using Adobe Flash. • Able to develop game for PC and mobile (Android). 								
Target Audience	<p>This course is suitable for all individuals who wish to learn simple game development using Adobe Flash and ActionScript 3.0. This course can be offered to the following groups:</p> <ul style="list-style-type: none"> • School children • University students • Anybody who is interested in the area 								
Course Outline	<table border="1" data-bbox="589 1367 1523 1890"> <thead> <tr> <th data-bbox="589 1367 812 1434">DAY / DATE</th> <th data-bbox="812 1367 1144 1434">TIME</th> <th data-bbox="1144 1367 1523 1434">TOPIC</th> </tr> </thead> <tbody> <tr> <td data-bbox="589 1434 812 1890">Day 1</td> <td data-bbox="812 1434 1144 1890">10:00 am – 12:30 pm</td> <td data-bbox="1144 1434 1523 1890"> <ul style="list-style-type: none"> • Introduction to Adobe Flash • Introduction to ActionScript 3.0 • Start scripting and get familiar with ActionScript 3.0 <p>Lunch Break</p> </td> </tr> </tbody> </table>			DAY / DATE	TIME	TOPIC	Day 1	10:00 am – 12:30 pm	<ul style="list-style-type: none"> • Introduction to Adobe Flash • Introduction to ActionScript 3.0 • Start scripting and get familiar with ActionScript 3.0 <p>Lunch Break</p>
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			<p>12:30 pm – 2:00 pm</p> <p>2:00 pm – 4:30 pm</p> <p>4:30 pm – 5:00 pm</p>	<p>Building a simple game for PC and Web</p> <p>Tea Break</p>
	Day 2		<p>10:00 am – 12:30 pm</p> <p>12:30 pm – 2:00 pm</p> <p>2:00 pm – 4:30 pm</p> <p>4:30 pm – 5:00 pm</p>	<p>Building a simple game for Android</p> <p>Lunch Break</p> <p>Test games</p> <p>Tea Break</p>
<i>*Note: Topics proposed are subjects to changes</i>				
Duration	2 Days			