

Adobe Interactive Media using Adobe Flash Professional

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 for the exam:

- Setting project requirements
- Identifying interactive media design elements
- Understanding the Adobe Flash Professional interface
- Building interactive media elements by using Flash Professional
- Evaluating interactive media elements by using Flash Professional

Number of Questions and Time

- 40 questions
- 50 minutes

Exam Objectives

Domain 1.0 Setting Project Requirements

- 1.1 Identify the purpose, audience, and audience needs for interactive media content.
- 1.2 Identify interactive 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 interactive 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 Interactive Media Design Elements

- 2.1 Identify best practices for designing interactive media content for desktop and mobile browsers, applications, games, and HD video.
- 2.2 Demonstrate knowledge of design elements and principles.
- 2.3 Identify general techniques to create interactive media elements that are accessible and readable.
- 2.4 Use a storyboard to produce interactive media elements.
- 2.5 Organize an interactive media document.

Domain 3.0 Understanding Adobe Flash Interface

- 3.1 Identify elements of the Flash interface.
- 3.2 Use the Property inspector.
- 3.3 Use the Timeline.

- 3.4 Adjust document properties.
- 3.5 Use Flash guides and rulers.
- 3.6 Use the Motion Editor.
- 3.7 Understand Flash file types.
- 3.8 Identify best practices for managing the file size of a published Flash or HTML document.

Domain 4.0 Building Interactive Media Elements by Using Flash Professional

- 4.1 Make interactive media content development decisions based on your analysis and interpretation of design specifications.
- 4.2 Use tools on the Tools panel to select, create, and manipulate graphics and text.
- 4.3 Import and modify graphics.
- 4.4 Create text.
- 4.5 Adjust text properties.
- 4.6 Create objects and convert them to symbols, including graphics, movie clips, and buttons.
- 4.7 Understand symbols and the library.
- 4.8 Edit symbols and instances
- 4.9 Create masks.
- 4.10 Create animations (changes in shape, position, size, color, and transparency).
- 4.11 Add simple controls through ActionScript 3.0.
- 4.12 Import and use sound.
- 4.13 Add and export video.
- 4.14 Publish and export Flash documents.
- 4.15 Make a Flash document accessible

Domain 5.0 Evaluating Interactive Media Elements by Using Flash Professional

- 5.1 Conduct basic technical tests.
- 5.2 Identify techniques for basic usability tests.

Adobe[®] Flash[®] Exam Objectives



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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

2.0 Identifying Rich Media Design Elements

- 2.1 Identify general and Flash-specific best practices for designing rich media content for the web, mobile apps, and AIR applications.
- 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

3.0 Understanding Adobe Flash CS6 Interface

- 3.1 Identify elements of the Adobe Flash interface.
- 3.2 Use the Timeline.
- 3.3 Adjust document properties.
- 3.4 Use Adobe Flash guides and rulers.
- 3.5 Use the Motion Editor.
- 3.6 Understand Flash file types.

- 3.7 Identify best practices for managing the file size of a published
- 3.8 Adobe Flash document.

4.0 Building Rich Media Elements by Using Flash CS6

- 4.1 Make rich media content development decisions based on your analysis and interpretation of design specifications.
- 4.2 Use tools on the Tools panel to select, create, and manipulate graphics and text.
- 4.3 Import and modify graphics.
- 4.4 Create text.
- 4.5 Adjust text properties.
- 4.6 Create objects and convert them to symbols, including graphics, movie clips, and buttons.
- 4.7 Understand symbols and the library.
- 4.8 Edit symbols and instances
- 4.9 Create masks.
- 4.10 Create animations (changes in shape, position, size, color, and transparency).
- 4.11 Add simple controls through ActionScript 3.0.
- 4.12 Import and use sound.
- 4.13 Add and export video.
- 4.14 Publish and export Adobe Flash documents.
- 4.15 Make a document accessible

5.0 Evaluating Rich Media Elements by Using Adobe Flash CS6

- 5.1 Conduct basic technical tests.
- 5.2 Identify techniques for basic usability tests.

Adobe Rich Media Communication using Flash CS5

Exam and objectives

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Exam Structure

The following lists the topic areas for the exam:

- Setting project requirements
- Identifying rich media design elements
- Understanding Adobe Flash CS5 interface
- Building rich media elements by using Flash CS5
- Evaluating rich media elements by using Flash CS5

Number of Questions and Time

- 40 questions
- 50 minutes

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 CS5 Interface

- 3.1 Identify elements of the Flash interface.
- 3.2 Use the Property inspector.
- 3.3 Use the Timeline.
- 3.4 Adjust document properties.
- 3.5 Use Flash guides and rulers.
- 3.6 Use the Motion Editor.
- 3.7 Understand Flash file types.
- 3.8 Identify best practices for managing the file size of a published Flash document.

Domain 4.0 Building Rich Media Elements by Using Flash CS5

- 4.1 Make rich media content development decisions based on your analysis and interpretation of design specifications.
- 4.2 Use tools on the Tools panel to select, create, and manipulate graphics and text.
- 4.3 Import and modify graphics.
- 4.4 Create text.
- 4.5 Adjust text properties.
- 4.6 Create objects and convert them to symbols, including graphics, movie clips, and buttons.
- 4.7 Understand symbols and the library.
- 4.8 Edit symbols and instances
- 4.9 Create masks.
- 4.10 Create animations (changes in shape, position, size, color, and transparency).
- 4.11 Add simple controls through ActionScript 3.0.

- 4.12 Import and use sound.
- 4.13 Add and export video.
- 4.14 Publish and export Flash documents.
- 4.15 Make a document accessible

Domain 5.0 Evaluating Rich Media Elements by Using Flash CS5

- 5.1 Conduct basic technical tests.
- 5.2 Identify techniques for basic usability tests.