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| **Soal Proyek**  *Project Case* |  |
| COMP7084  Multimedia Systems |
| **Tehnik Informatika**  *Computer Science* | **E172-COMP7084-ST04** |
| **Periode Berlaku** Semester Genap 2016/2017  ***Valid on*** *Even Semester Year 2016/2017* | **Revisi 00**  *Revision 00* |

1. Seluruh kelompok tidak diperkenankan untuk :

*The whole group is not allowed to:*

* + - Melihat sebagian atau seluruh proyek kelompok lain,

*Seeing a part or the whole project from other groups*

* + - Menyadur sebagian maupun seluruh proyek dari buku,

*Adapted a part or the whole project from the book*

* + - Mendownload sebagian maupun seluruh proyek dari internet,

*Downloading a part or the whole project from the internet,*

* + - Mengerjakan soal yang tidak sesuai dengan tema yang ada di soal proyek,

*Working with another theme which is not in accordance with the existing theme in the matter of the project,*

* + - Melakukan tindakan kecurangan lainnya,

*Committing other dishonest actions,*

* + - Secara sengaja maupun tidak sengaja melakukan segala tindakan kelalaian yang menyebabkan hasil karyanya berhasil dicontek oleh orang lain / kelompok lain.

*Accidentally or intentionally conduct any failure action that cause the results of the project was copied by someone else / other groups.*

1. Jika kelompok terbukti melakukan tindakan seperti yang dijelaskan butir 1 di atas, maka **nilai kelompok** yang melakukan kecurangan (menyontek maupun dicontek) akan di – **NOL** – kan.

*If the group is proved to the actions described in point 1 above, the score of the group which committed dishonest acts (cheating or being cheated) will be “Zero”*

1. Perhatikan jadwal pengumpulan proyek, segala jenis pengumpulan proyek di luar jadwal tidak dilayani.

*Pay attention to the submission schedule for the project, all kinds of submission outside the project schedule will not be accepted*

1. Jangan lupa untuk melihat kriteria penilaian proyek yang ditempel di papan pengumuman, atau tanya asisten anda.

*Don’t forget to look at the project assessment criteria that posted on the announcement board, or ask your teaching assistant.*

1. Persentase penilaiaan untuk matakuliah ini adalah sebagai berikut:

*Marking percentage for this subject is described as follows:*

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| --- | --- | --- |
| **Tugas Mandiri**  *Assignment* | **Proyek**  *Project* | **UAP**  *Final Exam* |
| - | 40% | 60% |

1. Software yang digunakan pada matakuliah ini adalah sebagai berikut:

*Software will be used in this subject are described as follows:*

|  |
| --- |
| **Software**  *Software* |
| Adobe Flash Professional CS3 |

## Ekstensi file yang harus disertakan dalam pengumpulan proyek dan UAP untuk matakuliah ini adalah sebagai berikut:

*File extensions should be included in project and final exam collection for this subject are described as follows:*

|  |  |
| --- | --- |
| **Proyek**  *Project* | **UAP**  *Final Exam* |
| FLA, image files (JPG/PNG/GIF), sounds(MP3) | FLA, image files (JPG/PNG/GIF) |

## Soal

*Case*

Your task is to create a multimedia project, which must have an attractive design and features, easy to use, informative, and interactive. Choose one from three following themes below as your main idea:

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| 1. | **Theme** | **:** | Bluejack Ice Cream |
| **Objective** | **:** | Build an application to help them in promoting their Ice Cream. |
| **Example** | **:** | Give information about the shop such as shop location, list of ice cream to be sold, ice cream price, about us etc. Also, provide an order form for the visitor who wants to buy ice cream. |

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| 2. | **Theme** | **:** | Bluejack Movie |
| **Objective** | **:** | Build an application to help them gain more customers and introduce the new product of this shop. |
| **Example** | **:** | Give information about the shop such as Movie list, About us etc. Also, provide an order form for the visitor who wants to buy the movie. |

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| 3. | **Theme** | **:** | Bluejack Bag Store |
| **Objective** | **:** | Build an application for the shop to increase and attract more customers, and introduce the shop. |
| **Example** | **:** | Give information about the shop such as shop location, list of bag to be sold, bag price etc. Also, provide an order form for the visitor who wants to buy bag. |

Here are the rules that you must follow to create your project:

1. Use appropriate software for this subject based on **Sistem Praktikum** that can be downloaded from Binusmaya.
2. Use the techniques taught during practicum.

Must have at least:

* 3 pieces of movie clip with different animations
* 2 pieces of button (not from user interface component) with event or state (over, down, and hit)
* 2 pieces of motion tween with different animations
* 2 pieces of shape tween with different animations
* 2 pieces of masking
* 2 pieces of guide with different animations
* 4 kinds of property or method access
* 4 kinds of validation using **Action Script**
* 3 kinds of frame control
* 4 kinds of form component, except button and label
* Play sound using **Action Script**

1. Collect appropriate files for this subject based on **Sistem Praktikum** that can be downloaded from Binusmaya.
2. Include the other files that can support your project, such as:
   * Other files (image, audio, video, etc.) used in your project
   * \*.DOC file (documentation of your project) that contains all pages in your project, reference links of additional files (image, audio, video, etc.) used in your project, the description about how to use your application, etc
3. If there are some hidden creativities, please note them in the existing documentation because they can greatly affect your project score.

**If you do not understand, please ask your assistant! Do not make your own assumption!**