Preliminary Outline

1.	Example technology: Macromedia Flash & ActionScript
	1.1	Multimedia authoring tools - Example Macromedia Flash
	1.2	Elementary concepts of ActionScript
	1.3	Interaction in ActionScript
	1.4	Media classes in ActionScript
2.	Development process for multimedia projects
	2.1	Classical models of the software development process
	2.2	Special aspects of multimedia development projects
	2.3	Example: The SMART process
	2.4	Agile development/Extreme Programming for multimedia projects
	2.5	Modeling of multimedia applications
3.	Introduction to computer game programming
	3.1	Computer games: History and classification
	3.2	Principles of game design
	3.3	Design and animation of game characters
	3.4	Physical laws in games
4.	Overview on approaches to multimedia programming
	4.1	History of multimedia programming
	4.2	Squeak and Smalltalk: An alternative vision
	4.3	Advanced multimedia authoring with Director and Lingo
	4.4	Frameworks for multimedia programming
	4.5.	Summary and trends