



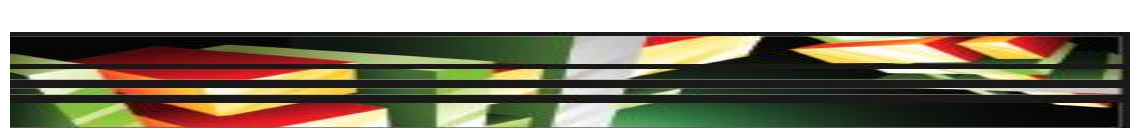
Flash Domain 5: Evaluating Rich Media Elements by Using Flash CS5

**Adobe Creative Suite 5
ACA Certification Preparation:
Featuring Dreamweaver, Flash, and Photoshop**



Objectives

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



Vocabulary

- There are no vocabulary terms for this domain.



Domain 5.0 Evaluating Rich Media Elements by Using Flash CS5

- The fifth and final domain of the Rich Media Communication certification focuses on evaluating rich media elements by using Flash CS5.
- This domain is similar to Domain 6 in the Web Communication (Dreamweaver) certification objectives.



Objective 5.1 Conduct Basic Technical Tests

- It is important when reviewing your final project to compare a preview mode in Flash Player against your initial storyboard to verify you have met the requirements of the project.
- You should perform technical tests to ensure that all links, buttons, and navigation work properly.



Objective 5.1 Conduct Basic Technical Tests (cont.)

- It is important to preview potential load times for the published movie to ensure that playback is smooth.
- There are three ways to test a Flash movie: from within the authoring environment, in a browser, or in Flash Player.

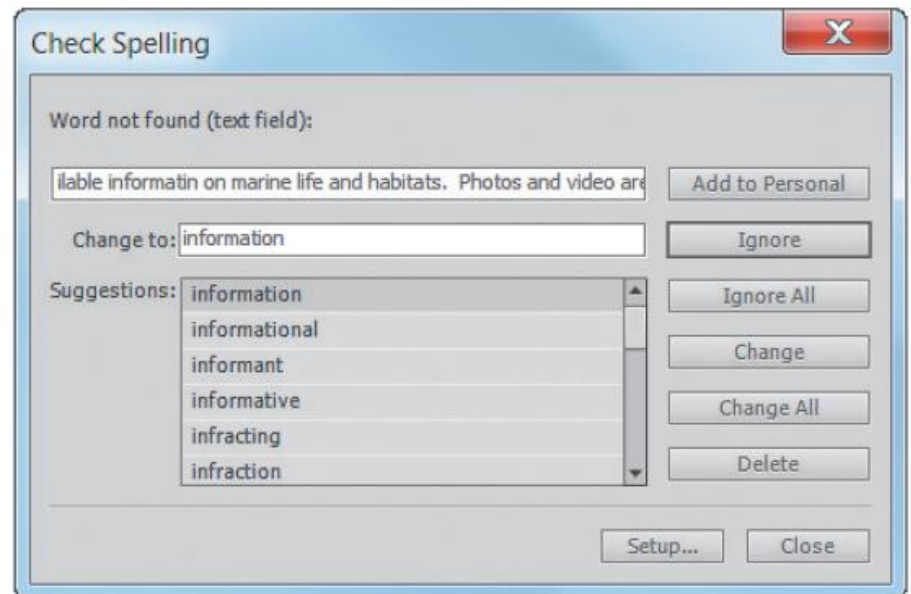


Objective 5.1 Conduct Basic Technical Tests (cont.)

- **Check Buttons**
- You can check buttons in the authoring environment to verify their behaviors when the user clicks or rolls the pointer over them.
- To check buttons, click Control on the Application bar (Win) or Menu bar (Mac), and then click Enable Simple Buttons.

Objective 5.1 Conduct Basic Technical Tests (cont.)

- Check Spelling
- Flash has a spell checker to check spelling in text.





Objective 5.1 Conduct Basic Technical Tests (cont.)

- **Check Spelling (cont.)**
- You can open the Check Spelling dialog box by clicking the Check Spelling command on the Text menu.
- You can customize the spell checker, such as checking the spelling of scene and layer names or selecting a dictionary, by selecting the Spelling Setup command.



Objective 5.2 Identify Techniques for Basic Usability Tests

- You can perform a usability test to verify how well your Flash project functions among different users.
- You should develop a checklist or script before testing begins to determine what you want to measure.
- Next, assemble a diverse group of participants to review your rich media against the checklist and determine its usability.



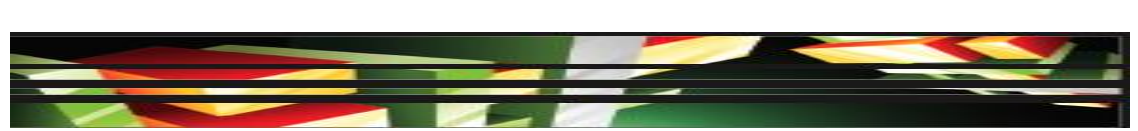
Objective 5.2 Identify Techniques for Basic Usability Tests (cont.)

- **Conducting a Usability Test, Such as Observation and Interviews**
- You can also assemble focus groups that are representative of your target audience.
- A focus group can help you to determine how visitors feel and think when they view or interact with your rich media Flash movie.



Objective 5.2 Identify Techniques for Basic Usability Tests (cont.)

- **Conducting a Usability Test, Such as Observation and Interviews (cont.)**
- The information that is gathered is then used to improve what you have created. You can use focus groups before you publish rich media, after you implement it, or when planning a redesign.
- The focus group is assembled and is observed while the group members share their opinions, feelings, thoughts, and attitudes about the rich media Flash movie.



Objective 5.2 Identify Techniques for Basic Usability Tests (cont.)

- **Conducting a Usability Test, Such as Observation and Interviews (cont.)**
- Having a moderator present ensures that the conversations remain on topic and meet the specific goals and objectives that you have identified.



Summary

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