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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover; Table of Contents; About the Author; Preface; Acknowledgments; Why Flash?; How to Use This Book; Chapter 1: The Flash Interface; Chapter 2: ActionScript Basics; Chapter 3: Navigation; Chapter 4: Working With Text and Keystrokes; Chapter 5: Presenting and Storing Information in Arrays; Chapter 6: Questionnaire Tools; Chapter 7: Condition Assignment and Randomization; Chapter 8: Using Timers and Recording Reaction Time; Chapter 9: Saving Data; Chapter 10: Putting Your Program Online; Resources Index; Subject Index
Sommario/riassunto	Adobe Flash is one of the most popular languages for animated web content, and recently social and behavioural scientists have started to take advantage of it to collect data online. This book is a unique, step-by-step guide to using Adobe Flash to develop experiments and other research tools. No previous knowledge of programming is required, though general computer literacy is assumed.