

Syllabus

Course

Code: *CIT 453*
Title: *Multimedia Systems*

Credits:

3-0-0-3

Text Books

- Science of Digital Media, The, 1/E, Burg, 2009, Prentice Hall, ISBN-10: 0132435802, ISBN-13: 9780132435802
- Robin Williams and John Tollett. (2000). **The Non-Designer's Web Book**, 2nd Edition, Peach pit Press.

References

- Fundamentals of Multimedia, 1/E Li & Drew, 2004, Prentice Hall, ISBN-10: 0130618721 | ISBN-13: 9780130618726
- Richard E. Mayer. (2001). **Multimedia Learning**, Cambridge University Press ISBN: 0521787491.

Prerequisite:

CSC 321 Design and Analysis of Algorithms

Course Description

This course is an introduction to the study and creation of multimedia, using various software programs. Students will learn both the aesthetic and technical aspects of multimedia design and production. Students will be introduced to Web production and the business process behind multimedia, working in teams to produce a Web-based product for a real business client. Students will use software programs such as Macromedia Dreamweaver, Flash, and Adobe Photoshop.

Objectives:

- Understand digital imaging concepts, including file formats, resolution, color models, and compression methods.
- Create graphic elements for the Web using both bitmap and vector-based software tools.
- Create and edit digital images, audio, and video.
- Embed multimedia in a Web page.
- Develop multimedia skills to understand the principal players of individual players in multimedia teams in developing projects.
- Create animation/multimedia projects that integrate graphic, audio, and video elements.

Course Outline

<i>Week</i>	<i>Lecture Topics</i>
1	Introduction to the Course and what is the multimedia
2	Introduction to Making Multimedia
3	Multimedia Skills
4	Creating Multimedia- Text
5	Creating Multimedia – Sound
6	Creating Multimedia – Images Project1 discussion
7	Creating Multimedia - Moving Multimedia
8	Creating Multimedia - Animation
9	Creating Multimedia – Video Project 2 discussion
10	Multimedia's Hardware
11	Multimedia's Basic Software Tools
12	Multimedia Authoring Tools
13	Multimedia's Price Tag Planning and Costing Designing and Producing
14	Publishing Multimedia Content and Talent Delivering
15	Projects presentations
	Final Exam

Grading

Assessment/Evaluation:

- | | |
|--------------------|-------|
| 1. Class work. | (5%) |
| 2. Quizzes (2) | (5%) |
| 3. Project 1 | (5%) |
| 4. Project 2 | (5%) |
| 5. Midterm-1 Exam. | (20%) |
| 6. Midterm-2 Exam. | (20%) |
| 7. Final Exam. | (40%) |

Total (100%)

Method of Teaching:

- Lectures - 15 weeks (1 hrs per week).
- Team works.
- In-class discussion
- Workshops
- Selection of Readings
- Projects development.