

| Course Code                                    | Course Title               | ECTS Credits            |  |  |  |  |
|--|----------------------------|-------------------------|--|--|--|--|
| MULT-160                                       | Introduction to Multimedia | 6                       |  |  |  |  |
| Department                                     | Semester                   | Prerequisites           |  |  |  |  |
| Design and Multimedia                          | Fall, Spring               | None                    |  |  |  |  |
| Type of Course                                 | Field                      | Language of Instruction |  |  |  |  |
| Major Requirement                              | Applied Multimedia         | English                 |  |  |  |  |
| Level of Course                                | Year of Study              | Lecturer(s)             |  |  |  |  |
| 1st Cycle                                      | <b>1</b> st                | Maria Christoforou      |  |  |  |  |
| Mode of Delivery                               | Work Placement             | Co-requisites           |  |  |  |  |
| face-to-face                                   | N/A                        | None                    |  |  |  |  |
| Recommended Ontional Programme Components: N/A |                            |                         |  |  |  |  |

## **Objectives of the Course:**

The main objectives of the course are to:

- Introduce students to the basic concepts of multimedia and investigate how multimedia is changing our world.
- Introduce students to the 5 elements of Multimedia (Graphics, Text, Video, Sound and Animation), both theoretically and practically.
- Help students implement the 5 multimedia elements by the use of storyboarding
- Discuss the cutting edge technology of Multimedia hardware and software.
- Introduce an authoring tool and guide students to create a linear animation.

## **Learning Outcomes:**

After completion of the course students are expected to be able to:

- 1. Analyze how multimedia impacts the internet and web-based applications.
- 2. Demonstrate an appreciation of planning for a multimedia web site.
- 3. Create multimedia applications using the basic elements of multimedia (typography, graphics, sound, video & animation).
- 4. Combine multimedia elements with the use of storyboarding
- 5. Identify and apply appropriate multimedia software and techniques for a given task.
- 6. Create linear, multimedia applications.

## **Course Contents:**

- 1. Introduction to Multimedia (Categories, Evolution, Applications)
- 2. Multimedia and the Internet
- 3. Multimedia Graphics (creation, manipulation)
- 4. Text and Typography
- 5. Sound (editing)
- 6. Video (frame rate and editing)
- 7. Animation (uses, types, methods and tools)
- 8. Authoring tool (Adobe Flash CS3), Produce of linear animation project.

## **Learning Activities and Teaching Methods:**

Lectures, Lab Presentations, Lab Tutorials, Practical Exercises and Assignment

Assessment Methods: Participation, Homework, Mid-Tern (written), Project (practical).

Required Textbook/Readings:

| Authors                      | Title                           | Publisher                      | Year | ISBN          |
|------------------------------|---------------------------------|--------------------------------|------|---------------|
| Callen Coorough & Jim Shuman | Multimedia for the Web revealed | Thames &<br>Hudson,<br>Limited | 2007 | 1 4188 3953 1 |

**Recommended Textbooks/Reading:** 

| Authors                        | Title   | Publisher                   | Year | ISBN         |
|--------------------------------|---|-----------------------------|------|--------------|
| Robert Reinhardt and Snow Dowd | Adobe Flash CS3<br>Professional Bible   | Wiley<br>Publishing<br>Inc. | 2009 | 978047019372 |
| Katherine Ulrich               | Flash Professional CS5<br>for Windows and<br>Macintosh: Visual Quick<br>start Guide | Peachpit<br>Press           | 2010 | 0321704460   |