



<b>Course Code</b> MULT-161	<b>Course Title</b> Interactive Multimedia Development	<b>ECTS Credits</b> 6
<b>Department</b> Design and Multimedia	<b>Semester</b> Fall, Spring	<b>Prerequisites</b> MULT-160
<b>Type of Course</b> Major Requirement	<b>Field</b> Applied Multimedia	<b>Language of Instruction</b> English
<b>Level of Course</b> Undergraduate	<b>Year of Study</b> 1 <sup>st</sup>	<b>Lecturer(s)</b> Poppy Aristidou
<b>Mode of delivery</b> Face-to-face	<b>Work placement</b> N/A	<b>Co-requisites</b> None

### Objectives of the Course:

The main objectives of the course are to:

- Introduce students to the basic concepts of analyzing an interface through good and bad examples
- Introduce students to website critique
- Guide students to create a usable interface having in mind a specific target audience
- Provide students with a logical understanding of interactivity and interconnectivity
- Introduce students to basic animation effects, technical issues and navigational methods

### Learning Outcomes:

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

1. Identify the basic concepts of interactive multimedia development
2. Develop skills in using multimedia software such as Adobe Flash for interactive multimedia and Adobe Photoshop for image creation and manipulation.
3. Apply the theoretical knowledge gained, using software packages introduced
4. Apply multimedia design principles and techniques
5. Create an interactive application of advanced level both aesthetically and technically

### Course Contents:

1. Creative thinking
2. Website critique
3. Good design features
4. Bad design features
5. Interface design
6. Interactivity(buttons-basic, rollover, animated, invisible)
7. Adding and controlling sound
8. Creating a complete interactive application

### Learning Activities and Teaching Methods:

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

### Assessment Methods:

Exercises, Mid-Term written exam, Final project

**Required Textbooks/Reading:**

MULT-161 selected lecturer's notes
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**Recommended Textbooks/Reading:**

<b>Authors</b>	<b>Title</b>	<b>Publisher</b>	<b>Year</b>	<b>ISBN</b>
E. Cook	Principles of Interactive Multimedia	McGraw-Hill	2000	007709610X
Stephen J. Misovich, Jerome Katrichis, David Demers, William B. Sanders	An Introduction to Interactive Multimedia	Allyn & Bacon	2002	0205343732
Lisa Graham	Principles of Interactive Design	Delamar Cengage Learning	1998	0827385579
Todd Perkins	Macromedia Flash CS3 Hands On Training	Peachpit Press	2007	0321509838