



<b>Course Code</b> MULT-360	<b>Course Title</b> Multimedia design and development	<b>ECTS credits</b> 6
<b>Department</b> Design and Multimedia	<b>Semester</b> Fall, Spring	<b>Prerequisites</b> MULT-260
<b>Type of Course</b> Major	<b>Field</b> Applied Multimedia	<b>Language of Instruction</b> English
<b>Level of Course</b> 1 <sup>st</sup> Cycle	<b>Year of Study</b> 4 <sup>th</sup>	<b>Lecturer</b> Paschalis Paschalis
<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:

- Explain the issues involved in designing and developing multimedia applications giving greater emphasis in designing the user interface, both in theory and practice
- Demonstrate the issues involved in project management for interactive media
- Enable students to design and develop client oriented multimedia applications for the World Wide Web and for CD-ROM publishing with the use of an authoring/animation tool
- Make students aware of implementation issues, techniques and basic programming through the use of the authoring tool
- Guide students to document, design and develop multimedia applications

### Learning Outcomes:

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

1. Identify the basic principles in designing multimedia user interfaces
2. Design an interface by identifying the target audience
3. Assess the ergonomics, conceptual models and metaphors in interface design
4. Analyze the screen layout and typography in a user interface design
5. Identify the issues involved in project management for interactive media
6. Design user interfaces based on specified target audiences
7. Identify the skills needed in multimedia productions
8. Explain the importance of project scoping and project proposals
9. Demonstrate an understanding of advanced technical issues within the authoring tool and create client-oriented, well documented, interactive multimedia applications

### Course Contents:

1. Designing an interface, identifying your audience and message.
2. Form, aesthetics and functionality of the interface.
3. Ergonomics and conceptual models.
4. Metaphors and Affortances.
5. Screen Layout and typography.
6. Icon usage and design, photo preparation, sizes in pixels and resolutions.
7. Introduction to the programming language of the Authoring tool. (i.e. Lingo: If statements, controlling digital video, sound controls, pre-loaders etc.)
8. Introduction to multimedia and project management.
9. Skills needed when working in Multimedia production
10. Scoping a project and the proposal

11. Documenting, designing and developing multimedia applications.

**Learning Activities and Teaching Methods:**

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

**Assessment Methods:**

Exercises, projects, written exam

**Required Textbooks/Reading:**

Authors	Title	Publisher	Year	ISBN
Paschalis Paschalis	On-Line Teaching and Learning Material		2008	

**Recommended Textbooks/Reading:**

Authors	Title	Publisher	Year	ISBN
L. Elin	Designing and Developing Multimedia: A Practical Guide for the Producer, Director and Writer Language	Allyn & Bacon	2001	978-0205314270
Elaine England & Andy Finney	Managing Interactive Media	Addison-Wesley	2007	0-321-43693-8