



<b>Course Code</b> MULT-460	<b>Course Title</b> Multimedia Project management	<b>ECTS Credits</b> 6
<b>Department</b> Design and Multimedia	<b>Semester</b> Fall, Spring	<b>Prerequisites</b> MULT-261 and MULT-362
<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(s)</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:

- Acquaint students with the necessary knowledge and skills needed for successfully managing the development process of multimedia applications
- Make students aware of the concepts and techniques required for effective and efficient management of multimedia application projects
- Thoroughly discuss the various stages of the lifecycle of a multimedia project and addresses the problems that may arise during development and their possible solutions
- Cover in detail and put into practice how students can be part of a team as project managers, designers and developers and to develop interactive multimedia group projects

**Learning Outcomes:**

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

1. Utilize your knowledge and skills to manage successfully the development process of multimedia applications.
2. Analyze the interrelation of time-cost-quality in interactive media management
3. Identify the multimedia project cycle, address issues and give solutions
4. Assess team management principles
5. Create multimedia project proposals and identify contract issues and intellectual rights
6. Demonstrate communication skills in multimedia team management
7. Manage, design and develop interactive multimedia group projects

**Course Contents:**

1. Multimedia and project management.
2. Quality in interactive media
3. Scoping a project.
4. The proposal
5. Contract issues.
6. The importance of content.
7. The treatment.
8. Interface design.
9. Selecting the team.
10. Team management principles.

11. Developing multimedia projects in groups.

**Learning Activities and Teaching Methods:**

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

**Assessment Methods:**

Homework, 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
Elaine England & Andy Finney	Managing Interactive Media	Addison-Wesley	2007	0-321-43693-8
Elaine England & Andy Finney	Managing Multimedia	Addison-Wesley	1999	0-201-36058-6