Course Code	Course Title	ECTS Credits
MULT-461	Multimedia Internet Applications II	6
Department	**Semester**	**Prerequisites**
Design & Multimedia	Fall	MULT-262
Type of Course	**Field**	**Language of Instruction**
Major Requirements	Applied Multimedia	English
Level of Course	**Year of Study**	**Lecturer(s)**
1st Cycle	3rd	Chris Christou
Mode of Delivery	**Work Placement**	**Co-requisites**
face-to-face	N/A	None
Recommended Optional Programme Components: N/A		

Objectives of the Course:

The main objectives of the course are to:

- Teach students a variety of tools available for incorporating multimedia into web applications
- Enable students to become familiar with internet concepts.
- Teach students HTML, Javascript and Dreamweaver.
- Introduce students to the challenges of multimedia web applications in order to appreciate how bandwidth issues drive compression technology web content including audio and video.
- Discuss about the effective way of create and use images, audio and video for the web.
- Teach students to develop time management skills for projects and the selection of appropriate technologies for a given task.

Learning Outcomes:

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

1. State the basis of internet communications including regular http communications and streaming protocols.
2. Identify which technologies are being used for popular web sites.
3. Create well designed web pages using hand-coded HTML and style them using CSS.
4. Create well designed interactive web pages using Dreamweaver.
5. Create images, animations, audio and video content appropriate for web applications.
6. Use effectively text and colour for web pages.
7. State the principles behind static and dynamic web pages and the various technologies available for implementing both.
8. Design and develop interactive webpages using Dynamic HTML and Javascript

Course Contents:

1. Internet communications and multimedia issues: Protocols, Bandwidth issues, Quality of Service.
2. Planning Multimedia Web Sites; HTML and Web Authoring using Dreamweaver.
3. Text & Typography. Text encoding, Fonts.
4. Graphics – Digitization, Image file formats.
5. Animation – Generating and using GIF and Flash animation.
6. Sound – Human Audition, Digitizing Sound, Sound Files & Formats (e.g. mp3, aac, aiff a.wav). Compression techniques.
7. Video – Human Vision, Digitizing video, Videos Files & Formats (e.g. mpeg, avi, mov, wmv). Compression techniques.
8. Interactivity: Enhancing user control and interaction.
9. Client-Side scripting: DHTML, DOM, CSS and Javascript.
10. Principles of Server-Side Scripting: PHP, ASP.NET and MYSQL.

Learning Activities and Teaching Methods:

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

Assessment Methods:

Participation, Attendance, Assignments (classwork + homeworks), Comprehensive Mid-term test, Final Exam (project presentation)

Required Textbooks/Reading:

Authors	Title	Publisher	Year	ISBN
Nigel Chapman, Jenny Chapman	Web Design: A Complete Introduction	Wiley	2007	978-0470060896

Recommended Textbooks/Reading:

Authors	Title	Publisher	Year	ISBN
Nigel Chapmen & Jenny Chapman	Digital Multimedia	John Wiley & Sons	2004	0-470-85890-7
Calleen Coorough & Jim Shuman	Multimedia for the web revealed: Creating digital excitement	Course Technology	2006	1-4188-3953-1