Course title	**Introduction to Interactive Media and Animation**				
Course code	**BIMA-160**				
Course type	**Compulsory**				
Level	**1st Cycle**				
Year / Semester	**1st**				
Teacher's name	**Dr Maria Christoforou**				
ECTS	6	**Lectures / week**	12	**Laboratories / week**	
Course purpose and objectives	The main objectives of the course are to: • Introduce the history and evolution of interactive media and animation and to current and future trends. • Introduce the five elements of multimedia such us graphics, text, video, sound and animation with specific focus on practical assignments. • Implement the five elements using planning documents and by following pre-production, production, and post-production procedures. • Demonstrate the basic cutting-edge technology of interactive media and animation hardware and software through exercises and assignments on text, image, sound, video and animation within the aid of Adobe suite. • Demonstrate the fascinating world of virtual reality and stop motion animation through workshops.				
Learning outcomes	On completing the course, students are expected to be able to: 1. Identify appropriate software tools and production techniques for specific multimedia tasks. 2. List the fundamental elements of digital applications, including graphics, text, video, sound, and animation. 3. Explain the relationships between different multimedia elements in digital applications. 4. Describe the core concepts and techniques used in virtual reality and stop motion animation. 5. Use industry-standard planning documents, including storyboards and scenarios, to structure multimedia projects. 6. Implement basic VR and stop motion animation techniques in practical projects. 7. Operate multimedia software tools to create basic digital content. 8. Analyze how interactive media and animation influence contemporary digital communication. 9. Break down complex multimedia projects into manageable components and workflows.				

	10. Select appropriate multimedia tools and techniques based on project requirements. 11. Assess the effectiveness of different planning approaches in multimedia production. 12. Produce original multimedia applications incorporating multiple digital elements. 13. Design and execute integrated projects combining virtual reality or stop motion animation with other multimedia elements.		
Prerequisites	None	**Required**	
Course content	Brief History and Evolution: Current and Future Trends in interactive media and animation. Text, graphics, sound, video, animation, virtual reality and stop motion animation. Software demonstration and techniques in Adobe suite. Foundational demonstration of virtual reality and stop motion animation using cutting-edge technologies. Planning documents, storyboards and scripts.		
Teaching methodology	Lectures, lab presentations, lab tutorials and workshops, individual/group tutorials, practical exercises, assignments and projects.		
Bibliography	Multimedia Foundation: Core Concepts for Digital Design, Vic Costello, 3rd edition, Focal Press, 2023, 9780429422669 ebook Multimedia and Graphic Designers (Practical Career Guides), Kezia Endsley, Rowman & Littlefield, 2020, 978-1538133644 Understanding Virtual Reality: Interface, Application, and Design (The Morgan Kaufmann Series in Computer Graphics) William R. Sherman, Alan B. Craig, 2nd Edition, Morgan Kaufmann, 2018, 9781558603530		
Assessment	Class attendance and performance, assignment and practical projects.		
Language	English		