



# UNIVERSITY OF NICOSIA

## ΠΑΝΕΠΙΣΤΗΜΙΟ ΛΕΥΚΩΣΙΑΣ

University of Nicosia, Cyprus

<b>Course Code</b> MULT-262	<b>Course Title</b> Multimedia Internet Applications I	<b>ECTS Credits</b> 6
<b>Department</b> Design & Multimedia	<b>Semester</b> Fall, Spring	<b>Prerequisites</b> MULT-161
<b>Type of Course</b> Elective	<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> 2 <sup>nd</sup>	<b>Lecturer(s)</b> Chris Christou
<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:

- Provide instruction on a variety of tools available for incorporating multimedia into web applications.
- Enable students to become familiar with internet concepts.
- Provide instruction in creating Internet content using HTML and Dreamweaver.
- Introduce students to the challenges and restrictions of multimedia web applications.
- Encourage students to develop time management skills for projects and the selection of appropriate techniques and technologies for a given task or requirement.

### Learning Outcomes:

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

1. Differentiate between different forms of Internet communications including IP, TCP, HTTP protocols.
2. Differentiate between streaming and download protocols.
3. Create basic web pages using hand-coded HTML and style text and other content using CSS.
4. Develop web pages using Dreamweaver with linked and embedded style sheets to manipulate layout and implement roll-overs and other forms of interactivity.
5. Create content appropriate for the web with appreciation for bandwidth restrictions.
6. Include appropriately coded colour in their applications with an appreciation of the limitations of display devices.
7. Design and Create Internet content such as images and animated sequences and embed these in web applications.

### Course Contents:

1. The Internet, Protocols used for communication: TCP/IP & HTTP, Client-Server model, Domain names, URIs & DNS servers.
2. Hypertext and Hypermedia. Browsers, Web Pages and Web Sites. Browser Awareness. Configuration: Proxies, Security. Browser considerations for Web design.
3. HTML/XHTML Basics. XHTML programming for simple static web pages; page structure using tables and CSS.
4. Web Graphics & Text. Colour, Binary & Hexadecimal representation, Image Files & Formats. Animated GIFS. Publishing images on the web.
5. Web Page Development process. Uploading HTML. File naming conventions, standard structures, link structures. Maintaining pages and sites. Difference between Intranet and Internet. Domain registration and URLs.

6. Dreamweaver for static web design.
7. Cascading style sheets (CSS). Coding CSS. Creating styles using Dreamweaver.
8. Principles of Client-side & Server-side scripting. CGI, ASP, PHP, Javascript principles
9. Web page interactivity: Image Maps, Roll-Overs, Buttons, Events, Dialogues.

**Learning Activities and Teaching Methods:**

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

**Assessment Methods:**

Homework, Project, Mid-Term, Final Project.

**Required Textbooks/Reading:**

Authors	Title	Publisher	Year	ISBN
Wang & Katila,	Introduction to Web Design and Programming,	Thomson Brooks/Cole	2007	0-39528-7

**Recommended Textbooks/Reading:**

Authors	Title	Publisher	Year	ISBN
Chapmen & Jenny Chapman	Digital Multimedia	John Wiley & Sons	2004	0-470-85890-7