## Syllabus for Introduction to Web Design (HTML & CSS)

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| Name of the Course : MUTIMEDIA TECHNOLOGY  Name of the Subject: Introduction to Web Designing(HTML & CSS) | | |
| Course Code : | | Semester: Two |
| **Duration: 15 weeks** | | **Maximum Marks: 100** |
| **Teaching Scheme :** | | **Examination Scheme :** |
| Theory : 3 contact hours/week. | | ***Internal Examination : 30 Marks*** |
| Tutorial : 1 contact hour/week | | Class Test : 20 Marks |
| Practical: Web Designing Lab | | Teacher's Assessment: 10 Marks |
| Credit :3 | | ***End Semester Examination : 70Marks*** |
| **Aim:** | | |
| **1.** | To develop the skill & knowledge of Web page design. | |
| **2.** | Students will understand the knowhow and can function either as an entrepreneur or  can take up jobs in the multimedia and Web site development studio and other information technology sectors. | |
| **Objectives - The student will be able to** | | |
| **1.** | Define the principle of Web page design | |
| **2.** | Define the basics in web design | |
| **3.** | Visualize the basic concept of HTML. | |
| **4.** | Recognize the elements of HTML. | |
| **5.** | Introduce basics concept of CSS. | |
| **6.** | Develop the concept of web publishing | |
| **Pre-Requisite -** | | |
| **1.** | Basic knowledge in HTML tags & skill of creating web pages should be known | |
| **2.** | Knowledge of basic Computer hardware & software is also necessary. | |

**CONTACT PERIODS: 60(15 WEEKS), INTERNAL ASSESSMENT: 2 WEEKS, TOTAL PERIODS: 60**

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| **Content (Name of Topic)** | | | **Periods** |  |
| **Group - A** | | | | |
| **Module 1** | **1.0 Web Design Principles** | |  |  |
|  | 1.1 | Basic principles involved in developing a web site |  |  |
| 1.2 | Planning process |  |
| 1.3 | Five Golden rules of web designing |  |
| 1.4 | Designing navigation bar | 3 weeks |
| 1.5 | Page design |  |
| 1.6 | Home Page Layout |  |
| 1.7 | Design Concept. |  |
| **Module 2** | **2.0** | **Basics in Web Design** |  |  |
|  | 2.1 | Brief History of Internet |  |  |
| 2.2  2.3 | What is World Wide Web  Why create a web site | 2 weeks |
| 2.4 | Web Standards |  |
| 2.5 | Audience requirement. |  |
| **Group – B** | | | | |

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| **Module 3** | **3.0** | **Introduction to HTML** |  |  |
|  | 3.1  3.2  3.3  3.4  3.5  3.6  3.7  3.8 | What is HTML HTML Documents  Basic structure of an HTML document Creating an HTML document  Mark up Tags Heading-Paragraphs Line Breaks  HTML Tags. | 3 weeks |  |
| **Module 4** | **4.0** | **Elements of HTML** |  |  |
|  | 4.1  4.2  4.3  4.4  4.5 | Introduction to elements of HTML Working with Text  Working with Lists, Tables and Frames  Working with Hyperlinks, Images and Multimedia Working with Forms and controls. | 2 weeks |  |
| **Group - C** | | | | |
| **Module 5** | **5.0** | **Introduction to Cascading Style Sheets** |  |  |
|  | * 1. Concept of CSS   2. Creating Style Sheet   3. CSS Properties   4. CSS Styling(Background, Text Format, Controlling Fonts)   5. Working with block elements and objects   6. Working with Lists and Tables   7. CSS Id and Class   8. Box Model(Introduction, Border properties, Padding Properties, Margin properties)   9. CSS Advanced(Grouping, Dimension, Display, Positioning, Floating, Align,Pseudo class, Navigation Bar, Image Sprites, Attribute sector)   10. CSS Color   11. Creating page Layout and Site Designs. | | 3 weeks |  |
| **Group - D** | | | | |
| **Module 6** | **6.0** | **Introduction to Web Publishing or Hosting** |  |  |
|  | 6.1  6.2  6.3  6.4  6.5  6.6 | Creating the Web Site Saving the site  Working on the web site Creating web site structure Creating Titles for web pages  Themes-Publishing web sites. | 2 weeks |  |
|  | Total | | 15 weeks |  |

EXAMINATION SCHEME

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| Internal Examination : Marks - 30 Marks on Class Test : 20  Final Examination : Marks - 70 Teacher's Assessment : 10 | | | | | |
| Group | Module | Objective Questions | | | Total Marks |
|  |  | To be Set | To be Answered | Marks per  Question |  |
| A | 1,2 | 6 | Any Twenty | 1 | 20×1=20 |
| B | 3,4 | 6 |
| C | 5 | 4 |
| D | 6 | 4 |  |  |  |
| Group | Module | Subjective Questions | | | Total Marks |
|  |  | To be Set | To be Answered | Marks per  Question |
| A | 1,2 | 3 | Any Five taking at least One from each Group | 10 | 5 ×10 =50 |
| B | 3,4 | 3 |
| C | 5 | 2 |
| D | 6 | 2 |

Note 1: Teacher's assessment will be based on performance on given assignments & quizzes. Note 2: Assignments may be given on all the topics covered on the syllabus.

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| **Text Books** | | |
| Name of Authors | Title of the Book | Publisher |
| Kogent Learning Solutions Inc. | HTML 5 in simple steps | Dreamtech Press |
|  | A beginner’s guide to HTML | NCSA,14th May,2003 |
| Murray,Tom/Lynchburg | Creating a Web Page and Web Site | College,2002 |
| Murray,Tom/Lynchburg | Creating a Web Page and Web Site | College,2002 |
| **Reference Books** | | |
|  | Web Designing & Architecture-Educational  Technology Centre | University of Buffalo |
| Steven M. Schafer | HTML, XHTML, and CSS Bible, 5ed | Wiley India |
| John Duckett | Beginning HTML, XHTML, CSS, and  JavaScript | Wiley India |
| Ian Pouncey, Richard  York | Beginning CSS: Cascading Style Sheets for  Web Design | Wiley India |
| Kogent Learning | Web Technologies: HTML, Javascript | Wiley India |

## Syllabus for Image & Graphics in Multimedia

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| Name of the Course : MUTIMEDIA TECHNOLOGY  Name of the Subject: Image & Graphics in Multimedia | | |
| Course Code : | | Semester: Two |
| **Duration: 15 weeks** | | **Maximum Marks: 100** |
| **Teaching Scheme :** | | **Examination Scheme :** |
| Theory : 3 contact hours/week. | | ***Internal Examination : 30 Marks*** |
| Tutorial : 1 contact hour/week | | Class Test : 20 Marks |
| Practical: Image & Graphics Lab | | Teacher's Assessment: 10 Marks |
| Credit :3 | | ***End Semester Examination : 70Marks*** |
| **Aim:** | | |
| **1.** | To develop the skill & knowledge of Image & Graphics in Multimedia. | |
| **2.** | Students will understand the knowhow and can function either as an entrepreneur or  can take up jobs in the multimedia industry, photography & video studios, edit set-up, graphic arts industry and other audio visual sectors. | |
| **Objectives - The student will be able to** | | |
| **1.** | Define the importance of Image & Graphics in Multimedia Development | |
| **2.** | Define the role of eye and vision | |
| **3.** | Visualize the basic concept of Image and Graphics with various aspects. | |
| **4.** | Recognize different image file formats | |
| **5.** | Introduce basics of image compression and its utility. | |
| **6.** | Develop the concept of Image Capture and Graphic Acquisition | |
| **7.** | Introduce output device for Image and Graphics under human-computer interface | |
| **Pre-Requisite -** | | |
| **1.** | Basic idea of layout& composition in the area of Multimedia should be known. | |
| **2.** | Skill of Camera & Computer operation is also necessary. | |

**CONTACT PERIODS: 60(15 WEEKS), INTERNAL ASSESSMENT: 2 WEEKS, TOTAL PERIODS: 60**

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| **Content (Name of Topic)** | | | **Periods** |  |
| **Group - A** | | | | |
| **Module 1** | **1.0** | **Introduction to Image & Graphics** |  |  |
|  | * 1. Why are image & graphics important in Multimedia   2. Integrating image & graphics in Multimedia   3. Understanding kinds of Graphics   4. Concept of Graphics-2D & 3D Graphics. | | 3 weeks |  |
| **Module 2** | **2.0** | **The Eye as an Image Sensor** |  |  |
|  | 2.1  2.2  2.3  2.4  2.5  2.6 | Eye and Vision Image generation Sight-Colour Sight The term Colour Dimension of Colour  Perception. | 2 weeks |  |
| **Group - B** | | | | |
| **Module 3** | **3.0** | **Aspects of Image & Graphics** |  |  |
|  | 3.1 | Image | 3 weeks |  |

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|  | * 1. Image Types: Method of storing & reproducing images viz, Raster Graphics and Vector Graphics   2. Digital Image Representation: Resolution, Pixel Aspect Ratio, Pixel Depth, Dynamic Range of colours,   3. Basic colour theory   4. Colour Characteristics-Hue, Saturation, Value,   5. Colour Palette and Colour lookup table,   6. Indexing and Dithering,   3.7 Image Size. |  |  |
| **Group - C** | | | |
| **Module 4** | **4.0 Image File Formats** |  |  |
|  | * 1. File Format   2. Choice of file formats and the portability factors   3. Bitmap file formats   4. Vector file formats – Metafiles – WMF-CGM-PICT. | 2 weeks |  |
| **Module 5** | **5.0 Image Compression** |  |  |
|  | * 1. Image Compression   2. Compression Algorithm   3. Types of Compression –Lossy& Non-Lossy,   4. Dif. compression file formats viz.Lossy-RLE,LZW, Huffman Encoding & Non-Lossy-JPEG,GIF,PNG, | 1 weeks |  |
| **Group - D** | | | |
| **Module 6** | **6.0 Graphic Acquisition and Sources** |  |  |
|  | * 1. Sources of Graphics   2. Graphic Acquisition Methods:Paint & Drawing   Application - Scanning Basics -Digital Cameras –Video and Image Digitizers for multimedia use. | 2 weeks |  |
| **Module 7** | **7.0 Human Computer Interface** |  |  |
|  | * 1. Monitors   2. Traditional Monitors   3. Alternative Monitors   4. Criteria for Monitors,   5. Graphic Adapter-Its Criteria   6. Graphic Standard-Anatomy of Graphic Adapter | 2 weeks |  |
|  | Total | 15 weeks |  |

EXAMINATION SCHEME

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| B | 3, | 6 |

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| C | 4,5 | 4 |  |  |  |
| D | 6,7 | 4 |  |  |  |
| Group | Module | Subjective Questions | | | Total Marks |
|  |  | To be Set | To be Answered | Marks per  Question |
| A | 1,2 | 2 | Any Five taking at least One from each Group | 5 | 5 ×10 =50 |
| B | 3 | 2 |
| C | 4,5 | 2 |
| D | 6,7 | 2 |

Note 1: Teacher's assessment will be based on performance on given assignments & quizzes. Note 2: Assignments may be given on all the topics covered on the syllabus.

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| **Text Books** | | |
| Name of Authors | Title of the Book | Publisher |
| Judith Jeffcoate | Multimedia in Practice - Technology &  Applications | Prentice Hall, 1995 |
| AndressHolzinser | Multimedia Basics, Vol-I |  |
| John Villamil-Casanova,  Louis Molina | Multimedia – An Introduction | Prentice Hall, 1998 |
| Norman Desmorais | Multimedia on the PC | McGraw Hill Inc, 1994 |
| **Reference Books** | | |
| Linda Tway | Multimedia in Actions | AP Professional, 1995 |
| Douglas E. Wolfgram | Creating Multimedia Presentations | QUE Corporation, 1994 |
| Jessica Keys | The McGraw-Hill Multimedia Handbook | McGraw-Hill Inc., 1994 |
| Francis Botto | PC Multimedia – An Introduction to  Authoring Application | BPB Publication |
| Gokul. S | Multimedia Magic | BPB Publication, 1995 |
| Sinclair | Multimedia on the PC |  |