To provide the students with a knowledge of the issues pertaining to the design of multimedia applications and the tools used to create a multimedia application for the use in a commercial or education field

Learning outcomes:

	Learning outcomes
1.	Critically analyse commercially available multimedia products and their suitability for meeting the needs of the proposed target audience.
2.	Design and develop appropriate programming solutions for complex multimedia problems that require the use of the advanced features of multimedia tools.
3.	Design and develop appropriate programming solutions for complex multimedia problems that require the use of the embedded programming language of multimedia tools.
4.	Create a high level design, using best practice from Human-Computer Interaction (HCI), given a problem specification and specific target audience.

Topics/Content outline:

Topics include: analysis of multimedia products; designing and developing multimedia applications using multimedia tools and their embedded programming language; creating high level design using best practise for human – computer interaction.

Expanded Outcomes
Outcome 1 • Critically analyse the navigation, usability, and content of a product, for its suitability to meet the needs of the proposed target audience . • Document the results showing the justifications for appropriate media elements.
Outcome 2 • Create and manipulate graphic images using advanced techniques. • Create animations using software programming. • Record, edit, and programmatically manipulate digital audio during playback. • Record, capture, edit and programmatically manipulate digital video during playback. • Create additional features for a multimedia application using programming techniques that include the use of arrays, structures, and object oriented techniques.
Outcome 3 • Manipulate graphic images within a multimedia authoring package using the embedded programming language. • Create a library of modular functions using the embedded programming language that can be used for animation. • Given a simple XML database, develop a solution to dynamically allocate graphics within a multimedia application.
Outcome 4 • Analyse the problem and target audience and design an appropriate multimedia solution. • Create a multimedia application to meet the requirements of the specification.