## Multimedia Development

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| *SMS Code* | IN614001 | *Directed Learning hours* | 60 |
| *Level* | 6 | *Workplace or Practical Learning hours* | 0 |
| *Credits* | 15 | *Self-Directed Learning hours* | 90 |
| Prerequisites | IN511001 | *Total Learning Hours* | 150 |
| *This course partially replaces IT212002*  *Name of other Programme: Bachelor of Information Technology (version 2)* | | | |

***Aims***

To enable students to create multimedia materials using current industry-relevant applications. Theoretical material includes both technical issues in multimedia and design principles for artefact development.

***Learning Outcomes***

At the successful completion of this course, students will be able to:

1. Use standard multimedia authoring applications to a high degree of competence.
2. Use standard multimedia authoring applications to design multimedia products following robust, aesthetic and human interface principles.
3. Design and deploy high-quality multimedia products accommodating hardware and infrastructure limitations.
4. Produce high-quality multimedia products following robust development processes.

***Indicative Content***

* Web page and multimedia application design
* Image processing
* 2D keyframe and programmed animation
* Digital audio capture, editing and deployment
* Video capture, editing and deployment
* Multimedia application project work
* Compression
* Streaming
* Delivery of multimedia over network
* Open and closed data formats

***Assessment***

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| **Assessment Activity** | **Weighting** | **Learning Outcomes** |
| Projects | 40% | 1,2,3,4 |
| Portfolio | 10% | 3 |
| Assignment | 50% | 1,3 |

***Resources***

**Required**