



FAKULTI TEKNOLOGI DAN KEJURUTERAAN

PROGRAM	Diploma in Information Technology (System Support)
COURSE NAME	MULTIMEDIA SYSTEM
COURSE CODE	DTS 4033
CREDIT HOUR	3
SYNOPSIS	This course emphasize to understanding of multimedia system and multimedia development using multimedia project management technique. Principle and topic in this course cover multimedia components, devices and multimedia software, online multimedia, multimedia group development and multimedia project management.
COURSE STRUCTURE	
CHAPTER	TOPICS
1	Topic 1: Introduction to Multimedia 1.1 Definition Video 1.2 Elements of multimedia systems
2	Topic 2: Multimedia applications in a variety of fields 2.1 Education 2.2 Business 2.3 Administration 2.4 Entertainment 2.5 Other
3	Topic 3: Computer Hardware and Multimedia 3.1 Multimedia hardware 3.2 Multimedia computer systems 3.3 Additional tool for multimedia systems



4	Topic 4: Text elements in Multimedia 4.1 What is text 4.2 Typeface and font 4.3 Features text 4.4 How it is stored in the computer
5	Topic 5: Graphic elements in Multimedia 5.1 Category graphic 5.2 Quality chart 5.3 Graphics file formats 5.4 Graphics software
6	Topic 6: Audio elements in Multimedia 6.1 Introduction 6.2 The concept of analog and digital audio wave 6.3 The use of audio in the multimedia 6.4 Sampling 6.5 Digital audio file formats 6.6 Audio software 6.7 MIDI
7	Topic 7: Video elements in Multimedia 7.1 Introduction 7.2 Analog video and digital video 7.3 Quality factors digital video 7.4 File size 7.5 Digital video file formats 7.6 Software video



8	Topic 8: Elements of Animation in Multimedia 8.1 Introduction 8.2 The techniques of animation production 8.3 Categories of computer animation 8.4 Special effects animation 8.5 Digital animation file formats 8.6 Animation software
9	Topic 9: Interactivity in Multimedia elements 9.1 Introduction 9.2 The concept of interactivity in multimedia
10	Topic 10: Compression Element Multimedia 10.1 Introduction of compression 10.2 The purpose of compression 10.3 Compression technique 10.4 Standards compaction
11	Topic 11: Multimedia Computer Networks 11.1 Requirements of storage and broadband multimedia 11.2 The multimedia computer networking architecture 11.3 Local area networks and metropolitan area network and wide area networking
12	Topic 12: Multimedia Application Development Process 12.1 Team of multimedia systems development 12.2 A systematic approach to the development of multimedia applications 12.3 Instructional Design Model
13	Topic 13: Multimedia Application Development Process 13.1 The phases of the software development process 13.2 Planning and Analysis 13.3 Design - (Storyboard) 13.4 Development and Implementation 13.5 Testing and evaluation



14	Topic 14: Multimedia Development Project Management 14.1 The preservation and dissemination of Multimedia Software
References:	<ol style="list-style-type: none">1. Agustin Rubini 2017. Fintch in a Flash. Financial Technology Made Easy. McGraw-Hill2. Ze-Nian Li and Mark S.Drew, 2016. Fundamental of Multimedia 2nded, Springer1.3. Nick Abbott, Richard Jones, Matt Glaman, Chaz Chumley, 2016, Drupal 8: Enterprise Web Development, Packt Publishing, (ISBN 10:1-78728-153-1)4. J. Mark Locklear, 2016, Learning Rails 5, O'Reilly Media. (ISBN 10: 1-4919-2619-8)