FAKULTI TEKNOLOGI DAN KEJURUTERAAN

PROGRAM	Diploma in Computer Network
COURSE NAME	Multimedia System
COURSE CODE	DNC 4013
CREDIT HOUR	3
SYNOPSIS	This course emphasizes 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	**Introduction to Multimedia** 1.1 Definition Video 1.2 Elements of multimedia systems
2	**Multimedia applications in a variety of fields** 2.1 Education 2.2 Business 2.3 Administration 2.4 Entertainment 2.5 Other
3	**Computer Hardware and Multimedia** 3.1 Multimedia hardware 3.2 Multimedia computer systems 3.3 Additional tool for multimedia systems

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	**Graphic elements in Multimedia** 5.1 Category graphic 5.2 Quality chart 5.3 Graphics file formats 5.4 Graphics software
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	**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	**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	**Interactivity in Multimedia elements** 9.1 Introduction 9.2 The concept of interactivity in multimedia
10	**Compression Element Multimedia** 10.1 Introduction of compression 10.2 The purpose of compression 10.3 Compression technique 10.4 Standards compaction
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	**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	**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	**Multimedia Development Project Management**
	14.1 The preservation and dissemination of Multimedia Software
References:	1. Agustin Rubini 2017. Fintch in a Flash. Financial Technology Made Easy. McGraw-Hill 2. 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: 1-4919-26198)