

DIPLOMA IN  
MULTIMEDIA

SYLLABUS

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**J582-001-3:2019**

(INTERACTIVE MULTIMEDIA DESIGN)

**IT-070-4:2011**

(CREATIVE CONTENT DEVELOPMENT)



**KOLEJ SYNERGY  
(SEMESTER 1)**

<b>CODE</b>	<b>CODE NAME</b>	<b>CREDIT HOUR</b>
<b>MKS301</b>	<b>GRAPHIC INTERFACE PRODUCTION</b>	<b>9</b>

**LEARNING OBJECTIVE**

This module covers knowledge and skill of Graphic Interface Production. The module describes the competency in producing text, write-up, graphic/ image and motion. To perform this competency unit, the person is required to comprehend about the literature content, vector and raster image, image sequence clip and slide video, 2D and 3D motion. The initial process translates the idea into visual and relates with the multimedia content.

**LEARNING OUTCOME**

*After completing the course, students should be able to:*

- Able to illustrate text and typography
- Prepare content write-up
- Prepare graphic and image,
- Produce motion files evaluate content production.



**KOLEJ SYNERGY  
(SEMESTER 1)**

<b>Code</b>	<b>Code Name</b>	<b>Credit Hour</b>
<b>MKS302</b>	<b>AUDIO &amp; VIDEO PRODUCTION</b>	<b>12</b>

**LEARNING OBJECTIVE**

This module covers knowledge and skill to maintain and establish relationship with external agencies, conduct user requirement study and conduct application technology trend survey using tools, equipment and materials. Audio & Video Production describes the competency in producing text, write-up, graphic/ image, audio, video, and motion. To perform this competency unit, the person is required to comprehend about the literature content, and raster image, sound/music, footage clip and slide video. The initial process translates the idea into visual and relates with the multimedia content.

**LEARNING OUTCOME**

*After completing the course, students should be able to:*

- Able to prepare content write-up
- Obtain prepare graphic and image
- Prepare audio files
- Prepare video files and evaluate content production



**KOLEJ SYNERGY  
(SEMESTER 1)**

<b>CODE</b>	<b>CODE NAME</b>	<b>CREDIT HOUR</b>
<b>MKS303</b>	<b>INTERACTIVE APPLICATION DEVELOPMENT</b>	<b>16</b>

**LEARNING OBJECTIVE**

This module covers knowledge and skill of Interactive Application Development which describes the competency of designing and creating multimedia application that combine the contents comprising of text, images/graphic, audio, video and animation/motion files (digital media). To perform this competency unit the person is required to have an artistic and design skills together with the ability of using interactive multimedia application development software.

**LEARNING OUTCOME**

*After completing the course, students should be able to:*

- Prepare proposal design, setup application platform
- Prepare application workflow
- Develop interactive application
- Evaluate product application and submit final application



**KOLEJ SYNERGY  
(SEMESTER 1)**

Code	Code Name	Credit Hour
CAZ0091	COMMUNICATION SKILLS	1

**LEARNING OBJECTIVE**

This course is to enable students to describes the requirement to communicate ideas and information clearly, organizational practices and the importance of culture in communication. In this Core Abilities (CA) shall be able to apply working language appropriately, apply oral communication and speak reasonably and understand reading materials.

**LEARNING OUTCOME**

*After completing the course, students should be able to:*

- Communicate effectively using appropriate language and formats as well as understand organisational practices and intercultural communication.



**KOLEJ SYNERGY  
(SEMESTER 1)**

CODE	CODE NAME	CREDIT HOUR
CAZ0092	INTERPERSONAL RELATIONSHIPS	1

**LEARNING OBJECTIVE**

This course is to enable students to describes the requirement to understand the concept of honesty and integrity, punctuality of job delivery and work in a team to complete a basic task. In this Core Abilities (CA) shall be able to demonstrate honesty and integrity, adopt work punctuality and demonstrate team cooperation.

**LEARNING OUTCOME**

*After completing the course, students should be able to:*

- Demonstrate good attitudes, values and behavior in the working environment.



**KOLEJ SYNERGY  
(SEMESTER 2)**

<b>CODE</b>	<b>CODE NAME</b>	<b>CREDIT HOUR</b>
<b>MKS304</b>	<b>INTERACTIVE MULTIMEDIA TECHNICAL SUPPORT</b>	<b>7</b>

**LEARNING OBJECTIVE**

This module covers knowledge and skill to maintain and establish relationship with external agencies, conduct user requirement study and conduct application technology trend survey using tools, equipment and materials such as manual, collated training materials, procedure manuals, list of rules, regulations, complaint form, job description, key performance indicator, performance record and personnel achievement data so that the respective roles are understood, responsibilities determined and relationship established to ensure that the person is able to maintain good relationships in working together with other agencies. Interactive Multimedia Technical Support describes the competency in providing technical support services which includes issues resolution and new multimedia installation services.

**LEARNING OUTCOME**

*After completing the course, students should be able to:*

- Able to identify interactive multimedia technical
- Perform technical works
- troubleshoot application error



**KOLEJ SYNERGY  
(SEMESTER 2)**

<b>CODE</b>	<b>CODE NAME</b>	<b>CREDIT HOUR</b>
<b>MKS305</b>	<b>INTERACTIVE MULTIMEDIA DESIGN SUPERVISION</b>	<b>2</b>

**LEARNING OBJECTIVE**

This module covers knowledge and skill to using tools and materials such as manuals, training material, training objective, training schedule, training materials and feedback and rating form so that system prototype can be develop that conforms to the agreed specifications. Interactive Multimedia Design Supervision describes the competency in coordinating a team as part of the work process in people's administration. This competency unit outline works scope of supervisory functions as stipulated in company description and SOP.

**LEARNING OUTCOME**

*After completing the course, students should be able to:*

- Able to coordinate job delegation
- Prepare job assignment
- Supervise work progress
- Assess staff performance
- Prepare section meeting
- Conduct in-house training
- Prepare project report and optimise equipment utilization





**KOLEJ SYNERGY  
(SEMESTER 2)**

CODE	CODE NAME	CREDIT HOUR
CAZ0093	WORKPLACE ETIQUETTE	2

**LEARNING OBJECTIVE**

This course provides students the knowledge on workplace to follow the chain of command, adhere to working guidelines, demonstrate concept of discipline and maintain good social interactions. In this Core Abilities (CA) shall be able to respond to instructions and demonstrate discipline.

**LEARNING OUTCOME**

*After completing the course, students should be able to:*

- Understand the chain of command and portray good workplace ethics behavior in the working environment.



**KOLEJ SYNERGY  
(SEMESTER 2)**

CODE	CODE NAME	CREDIT HOUR
STS	STATISTICS	3

**LEARNING OBJECTIVE**

This course provides students with the basic concepts of data analysis and statistical computing. Topics covered include basic descriptive measures, measures of association, probability theory, confidence intervals, and hypothesis testing. The main objective is to provide students with pragmatic tools for assessing statistical claims and conducting their own statistical analyses

**LEARNING OUTCOME**

*After completing the course, students should be able to:*

- Demonstrate their understanding of descriptive statistics by practical application of quantitative reasoning and data visualization.
- Demonstrate their knowledge of the basics of inferential statistics by making valid generalizations from sample data.



**KOLEJ SYNERGY  
(SEMESTER 3)**

<b>CODE</b>	<b>CODE NAME</b>	<b>CREDIT HOUR</b>
<b>MKS401</b>	<b>MULTIMEDIA PRODUCTION MANAGEMENT</b>	<b>2</b>

**MODULE OBJECTIVE**

This module provides skills, knowledge and attitude requirements in multimedia production management to ensure smooth and efficient overall multimedia operation. The responsible include managing, planning, budget costing and controlling, coordinating staffs, and monitoring and assessing progress.

**LEARNING OUTCOME**

*After completing the course, students should be able to:*

- Assess Creative Content Development (CCD) project documentation
- Prepare multimedia production requirements
- Manage multimedia production
- Prepare final production report



**KOLEJ SYNERGY  
(SEMESTER 3)**

<b>CODE</b>	<b>CODE NAME</b>	<b>CREDIT HOUR</b>
<b>MKS402</b>	<b>MULTIMEDIA INSTRUCTIONAL DESIGN</b>	<b>3</b>

**MODULE OBJECTIVE**

This module covers knowledge and skill in multimedia instructional design is to follow the systematic development of instructional specifications using learning and instructional theory to ensure the quality of instruction. It is the entire process of analysis of learning needs and goals and the development of a delivery system to meet those needs. It includes development of instructional materials and activities and try out and evaluation of all instruction and learner activities.

**LEARNING OUTCOME**

*After completing the course, students should be able to:*

- Analyse project requirements
- Produce instructional design
- Establish content development team
- Monitor instructional design production progress
- Assess instructional design production progress
- Record instructional design production report



**KOLEJ SYNERGY  
(SEMESTER 3)**

<b>CODE</b>	<b>CODE NAME</b>	<b>CREDIT HOUR</b>
<b>MKS403</b>	<b>MULTIMEDIA ART DIRECTING</b>	<b>3</b>

**MODULE OBJECTIVE**

This module covers knowledge and skill in Art Directing to sets the tone for screen includes the layout design and presentation, which consists of text, graphic and animation. Art direction adds the elements of uniqueness and attractiveness to the product.

**LEARNING OUTCOME**

*After completing the course, students should be able to:*

- Set design concept and ideas
- Identify creative team members
- Orchestrate graphic and/or animation design
- Monitor development progress, assess final artwork and record art directing project report in accordance with project specification.



**KOLEJ SYNERGY  
(SEMESTER 3)**

<b>CODE</b>	<b>CODE NAME</b>	<b>CREDIT HOUR</b>
<b>CAZ0094</b>	<b>HEALTH, SAFETY &amp; ENVIRONMENT MONITORING</b>	<b>2</b>

**MODULE OBJECTIVE**

This module able to Health, Safety and Environment Monitoring reducing exposure to hazards and risks as well as incidence of work-related injury and illness.

**LEARNING OUTCOME**

*After completing the course, students should be able to:*

- Adhere to health awareness activity
- Adhere to safety awareness activity
- Adhere to environmental awareness activity



**KOLEJ SYNERGY  
(SEMESTER 3)**

CODE	CODE NAME	CREDIT HOUR
STB	BAHASA MALAYSIA	4

**LEARNING OBJECTIVE**

This course is to enable students to master basic skills on Bahasa Malaysia and competencies communicate and speak to express ideas orally and in writing.

**LEARNING OUTCOME**

*After completing the course, students should be able to:*

- Knowing the sound system, the system of spelling, vocabulary and grammar of the Bahasa Malaysia
- Can hear and understand speech in a variety of everyday situations.
- Can speak in a variety of everyday situations.
- Can read and understand simple reading materials
- Can generate ideas and orally and in writing



**KOLEJ SYNERGY  
(SEMESTER 4)**

<b>CODE</b>	<b>CODE NAME</b>	<b>CREDIT HOUR</b>
<b>MKS404</b>	<b>MULTIMEDIA AUDIO VISUAL (AV) DIRECTING</b>	<b>3</b>

**MODULE OBJECTIVE**

This module covers knowledge and skill in AV Direction. Besides text and graphic, audio and video are other important elements in multimedia. Adding audio and video in a project is an advantage. It adds the element of sophistication.

**LEARNING OUTCOME**

*After completing the course, students should be able to:*

- Set multimedia AV concept and ideas
- Identify production team members
- Orchestrate AV production
- Monitor development progress
- Assess AV master copy
- Record AV project report





**KOLEJ SYNERGY  
(SEMESTER 4)**

CODE	CODE NAME	CREDIT HOUR
MKS405	MULTIMEDIA QUALITY CONTROL	2

**MODULE OBJECTIVE**

This module covers knowledge and skill in quality control. That process to review the quality of products according to project requirements. Quality control emphasis testing of products to uncover defects and flaws, and reporting to management who make decision to allow or deny the approval or product release.

**LEARNING OUTCOME**

*After completing the course, students should be able to:*

- Plan quality control activities
- Execute quality control activities
- Organise corrective action works
- Prepare production quality control report



**KOLEJ SYNERGY  
(SEMESTER 4)**

<b>CODE</b>	<b>CODE NAME</b>	<b>CREDIT HOUR</b>
<b>MKS406</b>	<b>MULTIMEDIA RESEARCH AND INNOVATION</b>	<b>2</b>

**MODULE OBJECTIVE**

These modules cover knowledge and skill and attitude requirements in research and innovation guideline and provide updates on the latest technologies and trends from the market. The results will be effective and up-to-date tools for project developer, and quality end products for users.

**LEARNING OUTCOME**

*After completing the course, students should be able to:*

- Plan multimedia production research and innovation activities
- Perform multimedia research and innovation activities
- Carry out proof of concept activities
- Carry out multimedia development innovation



**KOLEJ SYNERGY  
(SEMESTER 4)**

CODE	CODE NAME	CREDIT HOUR
STE	ENGLISH	4

**LEARNING OBJECTIVE**

This course develops the students' abilities in grammar, oral skills, reading, writing and study skills.

**LEARNING OUTCOME**

*After completing the course, students should be able to:*

- Students will heighten their awareness of correct usage of English grammar in writing and speaking
- Students will improve their speaking ability in English both in terms of fluency and comprehensibility
- Students will give oral presentations and receive feedback on their performance
- Students will increase their reading speed and comprehension of academic articles
- Students will improve their reading fluency skills through extensive reading
- Students will enlarge their vocabulary by keeping a vocabulary journal
- Students will strengthen their ability to write academic papers, essays and summaries using the process approach.



**KOLEJ SYNERGY  
(SEMESTER 4)**

<b>CODE</b>	<b>CODE NAME</b>	<b>CREDIT HOUR</b>
<b>MKS506</b>	<b>ON-THE-JOB TRAINING (OJT)</b>	<b>8</b>

**LEARNING OBJECTIVE**

Students undergo an On-the-job training (OTJ) in their final year (Semester 5). Students will be placed in a company and experience real-life working experience.

- Applying acquired knowledge in problem based exercises in real life industrial projects
- Ensuring the relevant diploma coursework and training programmes conducted according to the expectations of the industry, to ensure the subject contents are relevant and up to date
- Providing opportunity for students to acquire practical skills and experience working on projects alongside industry experts
- Providing an opportunity for students to acquire interpersonal skills and ability for team work through interaction with professionals in their field of study
- Learning about ethics and safety practices in the industry
- Providing an opportunity for students to learn about the industry of their discipline and related environment
- Providing an opportunity for the industry to identify potential employees and to feedback comments on the diploma programmed at large
- Providing opportunity to obtain knowledge of how to make optimal decisions to resolve work challenges

**LEARNING OUTCOME**

*Upon completion of On-the-job training (OTJ), students shall be able to:*

- Extend the boundaries of knowledge through research and development
- Develop significant commitment in the students' profession/specialization
- Integrate classroom theory with workplace practice
- Develop greater clarity about academic and career goals
- Gain understanding of administrative functions and company culture appreciate the ethical basis of professional practice in relevant industry



**KOLEJ SYNERGY  
(SEMESTER 5)**

CODE	CODE NAME	CREDIT HOUR
MKS601	FINAL YEAR PROJECT	5

**LEARNING OBJECTIVE**

Final Year Project (FYP): Before graduation, students need to complete their final year projects. With the help of their respective lecturers (assigned as project supervisors), students have a chance to implement prototypes of products from their ideas.

**LEARNING OUTCOME**

*After completing the course, students should be able to:*

- Design and plan a project and manage the time involved to complete the project, and related report, within given time constraints.
- Source, read and critically evaluate the primary literature on the chosen topic.
- Demonstrate the ability to work independently and also to recognize the need for, and seek, appropriate academic supervision. Formulate and communicate a research problem or aim.
- Identify, justify and use an appropriate methodology in addressing the identified research problem.
- Consider ethical issues that might affect the study and design a methodology that addresses ethical requirements.
- Accurately record, interpret and report relevant data in a manner that addresses the research question. Critically analyse, interpret and draw conclusions from the research findings.
- Communicate results in a clear, concise and scholarly manner by means of a formal written report which follows the accepted conventions of the discipline and by means of a seminar presentation.