Te Hoe Rorohiko

Department of Computing

Bachelor of Information and Communication Technologies

Course outline for

Multimedia Project

BCIT352

Semester One, 2016

CPIT

AORAKI POLYTECHNIC

Introduction - Kōrero whakatuwhera

This outline contains important information about the delivery and assessment of this course. Read it carefully and if there is anything you do not understand please ensure you ask a staff member listed below for clarification.

Academic staff - Kā pouako

The following staff are directly involved with the delivery of this course:

Name	Role	Phone	Office	Office hours	Email address
Dr David Weir	Lecturer	940 8324	N220	Friday 1.30pm – 3.30pm	David.Weir@cpit.ac.nz

Timetable - Wātaka

For timetable information for this course please refer to:

- Tribal – through the student portal; or
- Moodle – look in Department of Computing Student Info > Topic 6 Timetables; or
- Noticeboards – level 2 of N-block or C-block

Course descriptor - Whakamāramataka

Previous versions	**Date of this version 15 December 2011**
June 2008, July 2009	**Effective from Semester 1 2012**

Title	**MULTIMEDIA PROJECT**		
		Contact Hours	**42**
Course Code	**BCIT352**	**Other Directed Hours**	**8**
Credits	**15**	**Total Supervised Hours**	**50**
Level	**7**	**Self Directed Hours**	**100**
Unit Std & Version	**None**	**Total Learning Hours**	**150**

Pre-requisites	BCIT251 or BCIT252, BCIT242 or other approved level 6 IT courses
Co-requisites	Nil

Aim	To provide the student with an advanced understanding of the interactive media development process. The student will analyse and document the interactive media needs of a real world client and develop a solution using a relevant commercial authoring tool.

Learning Outcomes

On completion the student will be able to:

1 Analyse and evaluate the needs of the client, and document the findings using appropriate methods.

2 Design and evaluate a fully-featured project based upon the specifications of the client to meet their needs, using any relevant techniques.

3 Develop implement and evaluate the project for the client, utilizing a wide variety of developmental techniques and tools.

Assessment

No	Assessment Type	Pass Criteria	Weighting	Outcomes Assessed
1	Project specifications		30%	1
2	Project design		35%	2
3	Project implementation	40%	35%	3

To pass this course, students must gain an average of at least 50% across all assessments and gain at least 40% in Assessment 3.

NZQA Level Descriptors

The following descriptors outline what is expected of students studying a course at the specified level.

	Level 4	**Level 5**	**Level 6**	**Level 7**
Knowledge	Broad operational and theoretical knowledge in a field of work or study	Broad operational or technical and theoretical knowledge within a specific field of work or study	Specialised technical or theoretical knowledge with depth in a field of work or study	Specialised technical or theoretical knowledge with depth in one or more fields of work or study
Skills	Select and apply solutions to familiar and sometimes unfamiliar problems Select and apply a range of standard and non-standard processes relevant to the field of work or study	Select and apply a range of solutions to familiar and sometimes unfamiliar problems Select and apply a range of standard and non-standard processes relevant to the field of work or study	Analyse and generate solutions to familiar and unfamiliar problems Select and apply a range of standard and non-standard processes relevant to the field of work or study	Analyse, generate solutions to unfamiliar and sometimes complex problems Select, adapt and apply a range of processes relevant to the field of work or study
Application [of knowledge and skills]	Self-management of learning and performance under broad guidance Some responsibility for performance of others	Complete self-management of learning and performance within defined contexts Some responsibility for the management of learning and performance of others	Complete self-management of learning and performance within dynamic contexts Responsibility for leadership within dynamic contexts	Advanced generic skills and/or specialist knowledge and skills in a professional context or field of study

Assessments - Kā Aromatawai

Assessment	Brief	Due date	Weighting
Project specifications	Vision Statement, Risk Analysis, Information Gathering, Project Plan	Friday 20 May	30%
Project design	Testing & Usability Plan, Specs and Design, Storyboard, Prototype	Friday 20 May	35%
Project implementation	Final Product Usability Testing Results	Friday 17 June Thursday 30 June	35%

Note: Drafts of each component are expected for feedback throughout the semester and details are on the Moodle course page.

Assessment tasks - Kā tūmahi aromatawai

Teaching staff will provide you with specific details of what is required for each assessment in advance of the due date. This information may be uploaded to the appropriate course area in Moodle or be given to you in the form of a handout. Staff may also provide additional information, advice and tips regarding assessments during timetabled class sessions, so you are encouraged to attend class regularly.

Assessment criteria / Marking schedule - Kā paearu

Nearer the time of each assessment, teaching staff will provide you with information on the assessment criteria that will be applied and/or how marks will be awarded.

Students can find this information in the BCIT352 course area on Moodle.

Course schedule - Maramataka

Week	Commencing	Topic – subject to minor variations in timing	Notes
1	22 February	Course Overview, Vision Document	
2	29 February	Information Gathering & Report	
3	7 March	Risk Analysis	Vision Statement & IG Draft due
4	14 March	Project Plan	Risk Draft Due
5	21 March	Testing & Testing Plan	Project Draft Due
Graduation Day Thursday 24 March Please check with your tutor if you have class			
Easter Break No Classes Friday 25 March to Tuesday 29 March			
6	28 March	Specifications & Design	Test Plans Draft Due
7	4 April	Storyboard	Specs Draft due
8	11 April	Storyboard	Storyboard Drafts due
Term Break Monday 18 April – Friday 29 April			
9	2 May	Prototype	
10	9 May	Prototype	
11	16 May	Prototype Presentation & Implementation	**Assess 1: Specifications; Assess 2:Design; and Prototype Final due**
12	23 May	Implementation	
13	30 May	Implementation	
No Classes Monday 6 June Queens Birthday Holiday			
14	6 June	Implementation	
15	13 June	Study week	**Assess 3 - Project due Friday 17 June**
16	20 June	**Exam week TBA on Moodle**	
17	27 June	**Exam week TBA on Moodle**	**Assess3 - Usability/acceptance testing due Thurs 30 June**

Note: Students will be notified in advance if there are any changes to the course schedule.