

BCIT252

Multimedia & Animation Development

Course evaluations from

Co-operative Education

Project 2016 s1

## Introduction

When students of the Co-operative education project were submitting their final report they were asked to analyse their previous courses with what they had learned and in relation to their project. Here we have statements the students have made about what is good about BCIT252. Each statement is made by a separate student and bullet points are used to make this distinction.

## What students think is good about this course

* The course kicked off with some theory work building on what we learned in Web Development. We had to research multimedia aspects such as sound, video, graphics and images. Definitely a very useful research assignment that helped me a lot in understanding the different multimedia elements.
* The IT252 course curriculum was used in our editing of design elements on each game.
* The techniques that I used in my child prodigies were used quite extensively in the project. For instance, in the course we used the complex tools for selecting areas on an image either by colour inversion, or lasso tools that allowed you to cut out areas of a picture. This was helpful in producing transparent backgrounds to each of the animals/items that we developed for the project. In addition to this, what I did with sound was used in the 80 or so samples that were needed for the project - testing to see whether the samples were satisfactory for use in the program. And also knowing where you can make compromises, e.g with file type and sampling size. We were dealt with a sound player that had a lot of constraints. One was that the default only uses wav files. When we realised how big the sound files would be as wav, we decided to search for a format that was more compressed and that could be played easily. We decided on wma. Being able to critically look at the benefits of it was important for the maintainability of the project (could you imagine having this many sounds in a project?)
* I felt that the languages used helped a lot with this project and it also helped me to fix any problems that I faced in terms of wrong code or code that didn’t work correctly. I liked going through the stages of multimedia development and this was what I liked about my project.
* This course helped me design the user interface of my final project.
* To start with we had to make a lighthouse and things just got more complicated from there. I really enjoyed this part of the class and made me have a change of heart in my pathway for my career