IT252

What 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?)

Recommendations