

 <p>UNIVERSITI TEKNIKAL MALAYSIA MELAKA اوتونيرستي تيكنيكل ماليسيا ملاك UNIVERSITI TEKNIKAL MALAYSIA MELAKA</p>	<h1>Teaching Plan</h1> <p>FAKULTI KEJURUTERAAN ELEKTRONIK DAN KEJURUTERAAN KOMPUTER UNIVERSITI TEKNIKAL MALAYSIA MELAKA</p>	
<h2>TEKNOLOGI MULTIMEDIA DAN APLIKASI</h2>		
<b>BENC 3443</b>	<b>SEMESTER 2</b>	<b>SESI 2019/2020</b>

## **BENC 3443 MULTIMEDIA TECHNOLOGY AND APPLICATIONS (3+0+0)**

### **1.0 Learning Outcomes**

At the end of this subject, the students should be able to:

1. Apply the theory of multimedia data representation and multimedia standards in designing multimedia applications. [PO1, LOD1, C3]
2. Design multimedia applications based on given specifications and requirements. [PO3, LOD6, C5]
3. Construct multimedia application by using latest multimedia software and authoring tools. [PO5, LOD2, P4]

### **2.0 Synopsis**

This course prepares the students with basic concept of multimedia, technology and the importance of multimedia application. This course also introduces the students to techniques and tools related with the creation of multimedia application and explore the current issues related to multimedia technology. It covers topics introduction to multimedia technology, multimedia data processing and compression, graphic and image representation, audio technology, video technology and multimedia systems. Throughout the course, students will develop the essential skills in producing professional multimedia applications such as mobile applications, computer games, web pages and interactive ebooks.

### **3.0 Pre requisite**

None

### **4.0 Practical Application**

None

### **5.0 References**

- [1] Jennifer Burg, "The Science of Digital Media", Pearson International Edition, 2009.
- [2] **Tay Vaughan, "Multimedia: Making It Work", McGraw-Hill Osborne, 2011.**
- [3] Ze-Nian Li and Mark S. Drew, "Fundamentals of Multimedia", Prentice Hall, 2004.
- [4] Yue-Ling Wong, "Digital Media Primer", Pearson, 2013.