COLLEGE OF INFORMATION TECHNOLOGY

DEPARTMENT OF MULTIMEDIA SCIENCE

COURSE SYLLABUS/ SPECIFICATION

Course Code & Title:	**ITMS 436 – Multimedia Applications**
Weight:	**(2-2-3)**
Prerequisite:	**ITMS 426**
NQF Level Allocated:	**8**
NQF Notional Hours / Credits:	**120 notional hours/ 12 NQF credit**

Description: This course introduces the principles and essential concepts of Multimedia Applications. Through this course the student will be guided to implement (theoretically and practically) the gained tools and techniques from previous courses in designing and producing a multimedia application

Objective:

1. To critically understand what the principles of multimedia applications are.
2. To know how to manage advanced multimedia projects.
3. To apply the different advanced techniques of animations within multimedia applications.
4. To create rich, state of the art and advanced multimedia applications using appropriate software and tools

Semester:

Instructor (s):

Office Telephone: **Email (s):**

Intended Learning Outcomes (ILOs):

A. Knowledge and Understanding		NQF Descriptor/ Level
A1	**Concepts and Theories:** Demonstrate critical understanding of concepts, and specialized theories relating to multimedia applications.	Knowledge: theoretical understanding [Level 8]
A2	**Contemporary Trends, Problems and Research:** NA	
A3	**Professional Responsibility:** NA	

B. Subject-specific Skills		NQF Descriptor/ Level
B1	**Problem Solving:** Identify real life problems and solve them by designing efficient and effective multimedia applications.	Knowledge: Practical Application [Level 8]
B2	**Modeling and Design:** Design the architecture of multimedia applications by choosing appropriate components and models that satisfy user specifications.	Knowledge: Practical Application [Level 8]
B3	**Application of Methods and Tools:** Apply multimedia software and tools that assists in the creation of multimedia applications.	Knowledge: Practical Application [Level 8]

C. Critical-Thinking Skills		NQF Descriptor/ Level
C1	**Analytic skills:** Critically analyze a problem and user specification to choose the appropriate multimedia application architecture to solve this problem.	Generic Problem Solving & Analytical skills [Level 8]
C2	**Synthetic:** NA	
C3	**Creative Thinking and innovation:** Demonstrate creativity in designing multimedia applications	Knowledge: Practical Application [Level 8]

D. General and Transferable Skills (other skills relevant to employability and personal development)		NQF Descriptor/ Level
D1	**Communication:** Show ability to communicate information in appropriate oral and written forms.	Communication, ICT and Numeracy Skills [Level 7]
D2	**Teamwork and Leadership:** NA	
D3	**Organizational and Developmental Skills:** Demonstrate ability to organize ideas and effectively allocate time in given assignment.	Competence: Autonomy, Responsibility and Context [Level 7]
D4	**Ethics and Social Responsibility:** NA	

Course Structure (Outline)

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Week	**Hours**		**ILOs**	**Topics**	**Teaching Method**	**Assessment Method**
	Lec.	**Lab**				
1	2	2	A1	**Introduction**	Lecture	-
2	2	2	A1, B3	**ActionScript 3.0**	Lecture/ Lab Demonstration/ Supervised Work	In-Lab Exercise
3	2	2	A1, B3	**Adobe Flash: Using the drawing and color tools**	Lecture/ lab Demonstration	In-Lab Exercise
4	2	2	A1, B3	**ActionScript 3.0**	Lecture/ Lab Demonstration/ Supervised Work	In-Lab Exercise
5	2	2	A1,B1, B2, B3, C1, C3	**Adobe Flash: Animation Basics**	Lecture/ Lab Demonstration/ Supervised Work	In-Lab Exercise
6	2	2	A1, B3	**ActionScript 3.0**	Lecture/ Lab Demonstration/ Supervised Work	In-Lab Exercise
7	2	2	A1,B1, B2, B3, C1, C3,D3	**Adobe Flash: Shape Tweening**	Lecture/ Lab Demonstration/ Supervised Work	Assignment
8	2	2	A1, B3	**ActionScript 3.0**	Lecture/ Lab Demonstration/ Supervised Work	Test

9	2	2	A1,B1, B2, B3, C1, C3	**Adobe Flash: Symbols and Instances**	Lecture/ Lab Demonstration/ Supervised Work	In-Lab Exercise
10	2	2	A1, B1,B3,C1,C3	**Adobe Flash: Filters and Blend Modes**	Lecture/ Lab Demonstration/ Supervised Work	In-Lab Exercise
11	2	2	A1,B1, B2, B3, C1, C3,D3	**Adobe Flash: Motion Tweening and Timeline Effects**	Lecture/ Lab Demonstration/ Supervised Work	Assignment
12	2	2	A1,B1, B2, B3, C1, C3,D1	**Adobe Flash: Working with Bitmaps**	Lecture/ Lab Demonstration/ Supervised Work	Oral Inquiry
13	2	2	A1,B1, B2, B3, C1, C3	**Adobe Flash: Buttons and Movie Clips**	Lecture/ Lab Demonstration/ Supervised Work	In-Lab Exercise
14	2	2	A1,B1, B2, B3, C1, C3	**Adobe Flash: Text, Sound and Video, integration with ActionScript 3.0 and Forms**	Lecture/ Lab Demonstration/ Supervised Work	In-Lab Exercise
15	2	2	B1,B2,B3, C1,C3,D1, D3	Students Presentations And Reports Of Research Projects	Lecture/ Presentation Of Projects By Students	Evaluation Of Project Presentations & Reports
16			A1, B1,B2, C1, C3	All Topics		Final Exam

* Formative assessment

Teaching Materials:

Textbook(s):	Adobe Press (2014), *Adobe Flash Professional CC Classroom in a Book (2014 release),* ISBN: 978-0-13-392710-8
Handout(s):	Power point slides, http://www.ahlia.edu.bh/moodle.
Reference(s):	1. Lei Huiyang and Ren Jianfeng , "Review of Edutainment and Flash in the Field ofEducational", International Journal of Information and Education Technology, Vol. 1, No. 4, October 2011 2. Adobe Press (2012), Adobe Flash Professional CS6 Classroom in a Book 1st Edition, ISBN: 978-0321822512

Assessment

Type of Assessment	Description	ILOs[3]	Weighting
Oral Inquiry	Students will be questioned orally to demonstrate their understanding and knowledge of the topics covered during class lectures and lab sessions.	A1, D1	Formative
Assignment	The assignment consists of essay, problem-solving and research based theoretical questions regarding topics in multimedia applications. The purpose of the assignment is to assess students individually where they have to demonstrate their extensive and detailed knowledge and critical understanding of key concepts of multimedia applications.	A1,B1,B2, B3, C1,C3,D3	10%
Major Test	The test will be an in-class 1-hour exam that will consists of short-answer, essay, and problem solving questions and cover the topics studied in the first 9 weeks.	A1,B1,B2, C1	25%
In-Lab Exercises	Each of the four practical exercises consists of a set of practical tasks to be implemented by students individually in lab as shown in the above weekly structure. Each of the exercises assesses the student's skills in the field of multimedia application. Students work will be observed and evaluated directly during the lab sessions.	B1,B2, B3,C1,C3	10%
Project Report And Presentation	Starting from weak 4, each student will be asked to develop a small multimedia application.	B1,B2,B3, D3	15%
Final Exam	The final exam is comprehensive and will be of two hours duration. It will consist of short-answer, essay and problem-solving questions.	A1, B1,B2, C1,C3	40%
		Overall	100%

Admissions	
Pre-requisites	ITMS 426
Minimum number of students	**8**
Maximum number of students	**20**