

## Liverpool John Moores University

Title: COMPUTER APPLICATION TOOLS  
Status: Definitive  
Code: **3007FCERT** (117611)  
Version Start Date: 01-08-2011

Owning School/Faculty: Computing and Mathematical Sciences  
Teaching School/Faculty: Computing and Mathematical Sciences

Team	Leader
Yuanyuan Shen	Y

**Academic Level:** FHEQ3      **Credit Value:** 24.00      **Total Delivered Hours:** 72.00  
**Total Learning Hours:** 240      **Private Study:** 168

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	24.000
Practical	48.000

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Test	AS1	In-class test on the use of media contents creation tools.	20.0	1.00
Test	AS2	In-class test on the use of media contents creation tools.	20.0	1.00
Artefacts	AS3	Coursework on the development of an artifact, involving media contents authoring and integration in a website.	60.0	

### Aims

- To introduce a fundamental theoretical knowledge of the concepts of multimedia authoring tools, media types and the development of range of media contents.
- To provide an opportunity to practice the principles of web-based interactive

*multimedia development using appropriate tools and techniques.*

## **Learning Outcomes**

After completing the module the student should be able to:

- 1 Develop different types of media contents, e.g. text, graphic, using appropriate media development tools.
- 2 Explain the concepts related to audio and video.
- 3 Integrate and import the production of mixed media types on a relevant industrial platform, e.g. WWW, using an appropriate tool.

## **Learning Outcomes of Assessments**

The assessment item list is assessed via the learning outcomes listed:

In class test	1
In class test	2
Media contents authoring	3

## **Outline Syllabus**

*Introduction to multimedia authoring*

*Working within a multimedia environment*

*Introduction to media content concepts including text, graphic, audio and video*

*Creative design process:*

- Working with graphic*
- Working with groups and symbols*
- Working with text*
- Importing graphic*
- Creating animation*
- Working with audio*
- Working with video*

*Developing interactive media content*

*-hyperlinked control of media elements*

*Integrate and import different media contents for the design of multimedia web pages by using web development tools.*

## **Learning Activities**

This module will be predominantly delivered using guided lab practices, preceded by lectures covering relevant concepts and techniques.

## **References**

<b>Course Material</b>	Book
<b>Author</b>	
<b>Publishing Year</b>	2010
<b>Title</b>	Adobe Flash Professional CS5 Classroom in a Book
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Adobe Press
<b>ISBN</b>	0321701801

<b>Course Material</b>	Book
<b>Author</b>	
<b>Publishing Year</b>	2010
<b>Title</b>	Adobe Dreamweaver CS5 Classroom in a Book
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Adobe Press
<b>ISBN</b>	0321701771

---

### Notes

This module will introduce the students to practical experience in various media contents authoring and development through the building of web-based interactive media applications. This will also include integrating and importing different media contents for the design of multimedia web pages by using web development tools.