Liverpool John Moores University

Title:	FUNDAMENTALS OF MULTIMEDIA
Status:	Definitive
Code:	**4119COMP**　(121217)
Version Start Date:	01-08-2021

Owning School/Faculty:　Computer Science and Mathematics
Teaching School/Faculty:　Computer Science and Mathematics

Team	Leader
Yuanyuan Shen	Y

Academic Level:	FHEQ4	**Credit Value:**	20	**Total Delivered Hours:**	56.5
Total Learning Hours:	200	**Private Study:**	143.5		

Delivery Options
Course typically offered: Semester 1

Component	Contact Hours
Lecture	22
Practical	33

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	A portfolio of multimedia artefacts	60	
Exam	AS2	Examination	40	1.5

Aims

To provide an introduction to the theory and concepts of the various media components of multimedia development.
To link theory and practice by providing practical experience of developing multimedia artefacts using a variety of tools.

Learning Outcomes

After completing the module the student should be able to:

1   Employ appropriate tools and techniques to develop multimedia artefacts
2   Design and develop integrated multimedia applications..
3   Explain and characterise the underlying concepts of multimedia development.

Learning Outcomes of Assessments

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

Multimedia Artefacts   1   2

Exam   2   3

Outline Syllabus

Digital representation of media
Multimedia tools
Colour theory and models for online and print media
Static Graphics
Bitmapped Images
Vector graphics and SVG
3D images and models
File Format considerations – e.g. transparency, compression, animation etc.
Typography
Simple Animation
Sound and Audio – e.g. generation, capture, synthesis
Design aspects of Multimedia development
Media delivery considerations

Learning Activities

Lectures will concentrate on the necessary theory underpinning these topics, while practical hands-on sessions will develop the capabilities to understand and use multimedia development tools appropriately.

Notes

This module provides the student with the concepts, methods, techniques and experience to understand, design and develop rich digital multimedia applications.