

Liverpool John Moores University

Title: FUNDAMENTALS OF MULTIMEDIA

Status: Definitive

Code: **4619YCOM** (123252)

Version Start Date: 01-08-2021

Owning School/Faculty: Computer Science and Mathematics

Teaching School/Faculty: YPC International College (Kolej Antarabangsa YPC)

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.