

Summary Information

Module Code	5128COMP
Formal Module Title	Interactive Multimedia Systems
Owning School	Computer Science and Mathematics
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 5
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
Computer Science and Mathematics

Learning Methods

Learning Method Type	Hours
Lecture	22
Practical	33

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
JAN-CTY	CTY	January	12 Weeks

Aims and Outcomes

Aims	To develop a theoretical knowledge of the concepts, media types and production techniques required to build interactive digital media systems and provide an opportunity to practice that theory. To enable students to apply the principles of multimedia production and project management in digital multimedia communications projects showing an appreciation of the social, ethical and financial implications of these solutions
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After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Differentiate between the components and media types of digital multimedia projects including text, graphics, typography, sound, video and animation and appraise the communication benefits and drawbacks of each media type.
MLO2	2	Illustrate the workflow, tasks and activities of the initial and pre-production phases of the digital multimedia development lifecycle.
MLO3	3	Apply the workflow, tasks and activities during the development and delivery phases of the digital multimedia development lifecycle and manage these activities.
MLO4	4	Selectively use a range of multimedia development tools to create and develop rich interactive multimedia content and applications.

Module Content

Outline Syllabus	Digital multimedia authoring process: conception, market and requirements analysis, persona analysis, creative design process, storyboarding, user interface design, content creation, copywriting, authoring, testing, delivery and handover. Digital media representation: elements of multimedia (text, image, video, sound and 2D animation), media creation tools and media creation techniques, media design considerations. Interactive multimedia design: User experience, wireframing, interaction design, feedback design, usability and accessibility, platform considerations. Digital media processing and manipulation: compression, manipulation techniques, synthesis of media, storage and data transmission considerations. Interactive multimedia development: scripting, component building, linking media, accessing dynamic data sets, interactive control of digital media elements, dynamic user interfaces. Interactive multimedia project management: roles and responsibilities, costing and estimation, project planning, social and ethical considerations
Module Overview	
Additional Information	This module looks at the interactive multimedia systems development process and investigates the composition and uses for various digital media types. It considers the typical digital multimedia development lifecycle and provides practical experience in digital multimedia content development and creation through the building of interactive multimedia applications.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Report	multimedia application dev	50	0	MLO3, MLO4
Centralised Exam	Exam	50	2	MLO2, MLO1

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Yuanyuan Shen	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings
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