Liverpool John Moores University

Title:	ADVANCED MEDIA PRODUCTION
Status:	Definitive
Code:	**6042COMP** (117454)
Version Start Date:	01-08-2016
Owning School/Faculty:	Computer Science
Teaching School/Faculty:	Computer Science

Team	Leader
Abdennour El-Rhalibi	Y

Academic Level:	FHEQ6	**Credit Value:**	24	**Total Delivered Hours:**	72
Total Learning Hours:	240	**Private Study:**	168		

Delivery Options
Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	24
Practical	24
Workshop	24

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1	Individual: The development of an application integrating a video browser and player.	40	
Artefacts	AS2	The design of a media production artefact in form of a video, animation, or game and using relevant advanced tools and technologies. Group assignment which will include a peer assessment element.	60	

Aims

To develop a theoretical knowledge of the concepts of advanced media types and advanced media production techniques required to build digital media systems.
To develop an understanding of advanced media production technologies;
To provide an opportunity to practice the principles of advanced media production development using appropriate tools, techniques and methods.

Learning Outcomes

After completing the module the student should be able to:

1 Explain the issues related to advanced media production and technologies.
2 Select, use and set a framework for appropriate tools for a specific advanced media production application.
3 Develop an application involving media.
4 Critically evaluate relevant advanced media production system architectures.

Learning Outcomes of Assessments

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

Application development	1	3
Media design	2	4

Outline Syllabus

Introduction to Media Production –
Media Production standards,
Video/Audio CODEC and Compression Techniques
Hardware and software technologies - Discussion of the technologies required to support media production
Advanced Media Production Technologies: Sound and Video production (capture, format, archiving, streaming, etc…), Media player technologies and Codec, Image and model based scene representations, 3D-modelling from images and video, Game Engines as media production platform
Media Production online deployment
Media Production Applications: Video Production, Interactive media and games.
Advanced Topics: Set-top box software application, Novel capture devices, Face and body capture for games
Workshop session involving the design of a media production artefact in form of a video, animation, or game and using relevant advanced tools and technologies, through group work.

Learning Activities

Lectures incorporating demonstrations, seminars and discussion will be followed by tutor-led seminar sessions, and workshops. These will be supported by practical

hands-on work in the laboratory.

Notes

The aim of this module is to explore advanced media production technologies and applications. We will present how the advanced media production techniques are used in current media production and discuss their influence on common practice. This module will explore traditional and new forms of media content and production from the perspectives of the tools, techniques as well as the technologies aspects.