Liverpool John Moores University

Title:	MULTIMEDIA DESIGN
Status:	Definitive
Code:	**6525STE** (118578)
Version Start Date:	01-08-2019

Owning School/Faculty:	Electronics and Electrical Engineering
Teaching School/Faculty:	Liverpool Institute for Performing Arts

Team	Leader
Karl Jones	Y

Academic Level:	FHEQ6	**Credit Value:**	12	**Total Delivered Hours:**	35
Total Learning Hours:	120	**Private Study:**	85		

Delivery Options
Course typically offered: Semester 1

Component	Contact Hours
Lecture	15
Workshop	20

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Practice	ACTIONSCRI	ACTIONSCRIPT GAME DEMO	40	
Portfolio	PROJECT	NEGOTIATED INDIVIDUAL PROJECT	60	

Aims

This module is designed to introduce elements of multimedia design and build with an emphasis on integration with audio. It will concentrate almost exclusively on those skills needed to design and create a multimedia project using Flash as a development tool. This course will go much further than the menu driven elements of these tools, you will learn in depth about the use of these programmes, including writing code in ActionScript.

Learning Outcomes

After completing the module the student should be able to:

1   Demonstrate detailed knowledge of the operation of commercial multimedia production software
2   Apply visual design concepts in the context of a multimedia project.
3   Solve problems to generate bug-free code
4   Apply the principles of interactivity within both the design and realisation of a multimedia project
5   Combine real-time audio elements into a multimedia project

Learning Outcomes of Assessments

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

ACTIONSRIPT DEMO   3   4

NEGOTIATED IND   1   2   5
PROJECT

Outline Syllabus

Interactive Design
Platforms; Production Toolset; Navigation ; Usability; Metaphors; Hierarchies; Information structures; Content; Narrative; Typography; Graphic Design; Website Case Studies Evaluation - examples of good practice

Introduction to Flash
Interface; Timeline; Layers; Drawing Tools; Symbols; Library; Testing; Animation; Objects; Fonts, Type; Sound

Introduction to Action Script
Placing of Scripts; OnClipEvent; Example – Plane in the clouds; Slash and Dot syntax; Good Practice; Instances; Action Script Window; Multiple Timelines, and Absolute and Relative Paths; Example – Talking to multiple timelines; The Target Editor; Invisible Buttons

Movie Clips and Object Properties
Instance, Class, and Object; _this; Variables within clips; "Blank" Movie Clips; Example – Bike2.fla; Methods; Functions; Example – Creating your own function; Example – Control Buttons
Variables and Data types
Variables; Example – Frame text; Global and Local variables; Strings; Example – welcome message; Numbers; Booleans; Accessing variable values; Comparing Variable values; Conditional statements; Loops; Example – Creating a password; Example – Dancing Nigel

Learning Activities

This module is delivered in both lecture and workshop formats. Lectures will generally cover underlying principles of multimedia design and authoring, or demonstrative sessions using particular software tools. Workshops will apply these ideas and techniques using the software tools by working through structured examples.

Notes

You will be undertaking two practical projects which will apply the skills and techniques learnt. The first of these is proscribed and highly structured. For the second project you may choose to work to an existing brief, or to negotiate your own project outcomes with your tutor.