

ITEM	DETAILS	
1. Title of subject	MULTIMEDIA	
2. Subject code	STC101	
3. Status of subject	Core	
4. Stage	Year 1	
5. Credit Hour	3	
6. Pre-Requisite	None	
7. Assessment	<p>60% Coursework Assignment 1 – 10% Assignment 2 – 10% Assignment 3 – 20% Test 1 – 10% Test 2 – 10%</p> <p>40% Examination</p>	
8. Semester	Semester 1	
9. Objective of subject	<p>To enable students to:</p> <ul style="list-style-type: none"> • Understand the theories and multimedia structures which are the basis of games, kiosk, information and educational applications • Understand the guidelines for designing a multimedia application • Know the production team involved in the development of a multimedia application. 	
11. Synopsis of subject	<p>To introduce the theories and approaches to multimedia design, which are the basis of kiosks, games, informational and educational applications. Essential components: Identify and explain the key components of multimedia design. Principles of multimedia systems development. Apply multimedia systems development principles to the design of multimedia software. Principles of evaluation plan: Apply an evaluation plan to the multimedia software. Developing multimedia software system: Apply multimedia systems development principles to the development of multimedia software.</p>	
12. Details of subject	Contents	Hours

<p>Week 1</p>	<p>Topic:</p> <p>1. MULTIMEDIA AND ITS COMPONENTS</p> <ul style="list-style-type: none"> • Discuss the definitions and perceptions of multimedia. • Identify the components of multimedia technologies. • List compression techniques and multimedia standards. 	<p>3</p>
<p>Week 2 & 3</p>	<p>Learning Outcomes:</p> <p>At the end of the lessons, students will be able to:</p> <ul style="list-style-type: none"> • Understand the definition of multimedia • Identify the elements of multimedia. <p>2. BENEFITS AND PROBLEMS</p> <ul style="list-style-type: none"> • Identify and describe the use and benefits of multimedia in business applications. • Identify and describe the use and benefits of multimedia in education. • Identify and describe the use and benefits of multimedia in entertainment and provision of Information. • Problems with multimedia. <p>Learning Outcomes:</p> <p>At the end of the lessons, students will be able to:</p> <ul style="list-style-type: none"> • Identify the benefits and problems associated with multimedia. 	<p>6</p>
<p>Week 4 & 5</p>	<p>3. APPLICATION OF MULTIMEDIA IN VARIOUS FIELDS</p> <ul style="list-style-type: none"> • Multimedia in real world • Training and education • Kiosks • The multimedia office • Multimedia in the home <p>Learning Outcomes:</p> <p>At the end of the lessons, students will be able to:</p> <ul style="list-style-type: none"> • Identify the multimedia applications used in the real world. 	<p>6</p>
<p>Week 6, 7 & 8</p>	<p>4. DESIGNING MULTIMEDIA APPLICATION</p> <ul style="list-style-type: none"> • Explain the steps involved in creating multimedia applications • Principle of interactive and screen design • Understand the uses of drawing clip art and still images • Understand the advantages and limitation of using moving digital images 	<p>9</p>

	<p>Learning Outcomes: At the end of the lessons, students will be able to:</p> <ul style="list-style-type: none"> • Know the guidelines in designing multimedia application and principles used in interactive and screen design. 	
Week 9 & 10	<p>5. AUTHORING TOOLS</p> <ul style="list-style-type: none"> • Stages of authoring • Types of authoring tools 	6
	<p>Learning Outcomes: At the end of the lessons, students will be able to:</p> <ul style="list-style-type: none"> • Understand the stages involved in developing multimedia application and different types of authoring tools available. 	
Week 11	<p>6. PRODUCTION TEAM</p> <ul style="list-style-type: none"> • Discuss the people involved in creating multimedia applications • Roles and responsibilities of the production team 	3
	<p>Learning Outcomes: At the end of the lessons, students will be able to:</p> <ul style="list-style-type: none"> • Know the different people involved in the production and their responsibilities 	
Week 12	<p>7. NETWORK</p> <ul style="list-style-type: none"> • Benefits of multimedia through Net (Net vs. Standalone) • Services – email, Telnet, Ftp, WWW, Chat 	3
	<p>Learning Outcomes: At the end of the lessons, students will be able to:</p> <ul style="list-style-type: none"> • To identify the various types of multimedia application in the Internet 	
Week 13	<p>8. EVALUATION PLAN</p> <ul style="list-style-type: none"> • Criteria used for deciding on the right authoring tool 	3
	<p>Learning Outcomes: At the end of the lessons, students will be able to:</p> <ul style="list-style-type: none"> • Decide on the suitable authoring tool using criteria 	
Week 14	<p>9. MSC AND NAVIGATION</p> <ul style="list-style-type: none"> • Research on Multimedia Supercorridor 	3
	<p>Learning Outcomes: At the end of the lessons, students will be able to:</p> <ul style="list-style-type: none"> • Know the definition of Multimedia Supercorridor 	
	Total	42

12. Text	Compulsory	1. Jeffcoate, J. (1994). <i>Multimedia in Practice</i> . Prentice Hall.
	Reference	<ol style="list-style-type: none">1. Neo, Ken T. K., & Neo, Mai. (1999). <i>The Multimedia Source Book: Creating the Multimedia Content</i>. Subang Jaya: Meway Computec.2. Neo, Ken T. K., & Neo, Mai. (1999). <i>Authoring multimedia</i>. Pearson Education.