DEREE COLLEGE SYLLABUS FOR:	
ITC 4371 INTERACTIVE MULTIMEDIA SYSTEMS	**3/1,5/3**
(Updated Fall 2016)	**UK LEVEL 6** **UK CREDITS: 15**

PREREQUISITES:	ITC 1070 Information Technology Fundamentals – or- CS1070 Introduction to Information Systems ITC 3128 Digital Imaging ITC 3120 Digital Video and Audio Technologies
CATALOG DESCRIPTION:	Multimedia technologies, hardware and software tools. Issues on interactive environments and systems. Graphics design for multimedia projects. Multimedia system analysis and design methodologies. Application of interactive multimedia concepts. Usability of interfaces and systems.
RATIONALE:	The course is intended for students following the Digital Media emphasis of the IT major and is an excellent preparation for the "Digital Media Technologies Capstone Project" course. An interactive multimedia system integrates a series of digital media technologies such as video, graphics, animation, text and sound to increase the range and depth of presentation, interaction and processing. The course aims to introduce students with multimedia key issues and acquaint them with hypermedia design and production.
LEARNING OUTCOMES:	As a result of taking this course, the student should be able to: 1. Analyse the integration of the fundamental digital media building blocks, including text, images, animation, video and sound into an interactive multimedia system. 2. Evaluate a range of multimedia systems analysis and design methodologies. 3. Develop an interactive multimedia application and/or digital publications, following current software development methodologies.
METHOD OF TEACHING AND LEARNING:	In congruence with the teaching and learning strategy of the college, the following tools are used: • Lectures, class discussions on the requirements and design specifications of multimedia systems. Laboratory practical sessions on Interactive Multimedia Systems development. • Office hours held by the instructor to provide further assistance to students. • Use of the Blackboard Learning platform to further support communication, by posting lecture notes, assignment instruction, timely announcements, and online submission of assignments.

ASSESSMENT:	**Summative:**

Midterm Examination: combination of short essay questions and case problems.	**50%**
Project: Multimedia Application Development (functional requirements/ analysis /design/prototype application development/ documentation)	**50%**

Formative:

Coursework: practical exercises using multimedia authoring tools/ case problems	**0**

The formative assessments aim to prepare students for the summative assessments.

The midterm tests learning outcomes 1, 2

The project tests learning outcomes 1, 3

(Guidelines and assessment rubrics are distributed on the first day of classes along with the course outline.)

INDICATIVE READING:	**REQUIRED READING:** Vaughan T. (2014). *Multimedia. Making It Work*, (9th Edition), McGraw-Hill Professional Publishing. **RECOMMENDED READING:** Adobe Creative Team (2014). *Adobe Flash Professional CC Classroom in a Book*, Adobe Press. Adobe Creative Team. (2014). *Adobe Edge Animate CC Classroom in a Book*, Adobe Press. Colin Moock, (2007). *Essential ActionScript 3.0*, O'Reilly. Cook Mark Elsom, (2001). *Principles of Interactive Multimedia*, McGraw-Hill. Pressman, R. (2000). *Software Engineering: A Practitioner's Approach*, McGraw-Hill, New York, pp 29-47 Satzinger, J.W., Jackson, R.B., Burd, S.D. (2004) *Systems Analysis and Design in a Changing World* (3rd Edition), Course Technology, Boston, p. 42 Yue-Ling Wong. (2009) *Digital Media Primer*, Prentice Hall.
INDICATIVE MATERIAL: *(e.g. audiovisual, digital material, etc.)*	**REQUIRED MATERIAL:** N/A **RECOMMENDED MATERIAL:**N/A
COMMUNICATION REQUIREMENTS:	Daily access to the course's site on the College's Blackboard CMS. Use of word processing, presentation graphics, image editing
SOFTWARE REQUIREMENTS:	Adobe Edge Animate, latest edition Adobe Flash, latest edition

WWW RESOURCES:	ACM – SIGCHI, http://sigchi.org/sigchi
	HCI Bibliography: http://www.hcibib.org/
	Ask Tog: http://www.asktog.com/
	Jacob Nielsen's usable information technology: http://www.useit.com/
	Slashdot http://slashdot.org/
	http://www.brandon-hall.com/
	Online version of the Multimedia and Internet Training Newsletter. It contains editorials from recent issues, Web-based training links, a list of multimedia developers, and a summary of authoring programs.
	http://www.adobe.com/
	Provides information on several of Adobe's multimedia software products.
INDICATIVE CONTENT:	1. Interactive Multimedia
	1.1. Computers and Multimedia
	1.2. Computers and Interaction
	2. Interaction and the Interface
	3. Semiotics
	4. Multimedia Analysis and Design
	4.1. Planning and Costing
	4.2. Analysis
	4.3. Product Design Processes and Management
	4.4. Developing and Delivering
	5. Stakeholders and Team-working
	6. Multimedia Authoring Tools
	6.1. Types of authoring tools
	6.2. Use of a multimedia authoring tool
	7. Digital Media Integration: Text - Sound - Images - Animation and Video.
	8. Future Trends