

Short Title:	Multimedia Development 1 APPROVED
Full Title:	Multimedia Development 1
Module Code:	DMED H2023
ECTS credits:	5
NFQ Level:	6
Module Delivered in	2 programme(s)
Module Contributor:	Arnold Hensman
Module Description:	In this module students develop the basic skills required to create simple stand-alone multi-media artefacts (using both audio and visual objects) that may be used on a variety of devices. Participants will learn how to both design and implement multimedia elements in a time based production. Within this context of multimedia development, students are introduced to basic scripting and how to apply it within a digital media environment.
Learning Outcomes:	
<i>On successful completion of this module the learner will be able to</i>	
<ol style="list-style-type: none"> 1. Create a simple stand-alone artefact that may be used on a variety of devices 2. Use a multimedia authoring tool to design and implement time based digital artefacts 3. Add buttons and basic interactions involving audio and visuals 4. Implement basic Vector Graphics, Animation and Tweening 5. Demonstrate the fundamentals of Human Computer Interaction (HCI) 6. Write simple scripts to aid the multimedia production process 	

Module Content & Assessment

Indicative Content
<p>Multimedia Production Workflow Learners will study the fundamental processes involved in the User Centered Design of a time based digital artefact</p>
<p>Multimedia Development Techniques Learners will create and prototype user interfaces for digital media artifacts using an appropriate multimedia development tool. Management and combination of different media formats will be covered along with controlling media and producing elements for artefacts</p>
<p>Audio, Visual and Interactivity The event driven coding process will be covered to allow for user interactions. Audio and animated objects will also be added to artefacts</p>
<p>User Interface Design and Implementation The basics of Human Computer Interaction (HCI) will be covered and how it can be incorporated within a multimedia development context</p>
<p>Multimedia Scripting Basic scripting will be covered to allow more effective control over multimedia applications. Timeline based event driven driven procedures, to allow for user interactions with buttons, gravity and a variety of objects.</p>

Indicative Assessment Breakdown	%
Course Work Assessment %	100.00%

Course Work Assessment %				
<i>Assessment Type</i>	<i>Assessment Description</i>	<i>Outcome addressed</i>	<i>% of total</i>	<i>Assessment Date</i>
In-class test	Practical skills test to edit and run a small multimedia product. Spotting and correcting flaws in a time based multimedia artefact at design-time. Creating a user interface to be run as a simple multimedia application.	1,2,3	30.00	n/a
Lab Workbook	Weekly exercises; small projects to implement applications or debug a simple project	1,2,3,4	30.00	n/a
Project	Designing and developing a usable object such as a game, learning object or informational application that can be run as a stand-alone application independent of the internet. Write and debug simple scripts to enhance an application's usability. Demonstrate that the application can be used on a range of separate devices.	3,4,5,6	40.00	n/a

No Final Exam Assessment %

Indicative Reassessment Requirement
<p>Coursework Only <i>This module is reassessed solely on the basis of re-submitted coursework. There is no repeat written examination.</i></p>
<p>Reassessment Description Practical Repeat Coursework and Demonstration</p>

ITB reserves the right to alter the nature and timings of assessment

Indicative Module Workload & Resources

Indicative Workload: Full Time	
Frequency	Indicative Average Weekly Learner Workload
Every Week	2.00
Every Week	2.00
Every Week	3.00

Resources

Recommended Book Resources

Nigel Chapman and Jenny Chapman 2009, *Digital multimedia*, 3rd Ed., Chichester ; Wiley, 2009. [ISBN: 0470512164]

Tom Vaughan 2014, *Multimedia: Making It Work*, 9th Ed., 13, McGraw-Hill Osborne [ISBN: 0071832882]

Supplementary Book Resources

Michael Morrison, *Head first JavaScript*, Beijing ; O'Reilly, 2007, c2008. [ISBN: 978-0-596-52774-7]

Theresa Neil 2014, *Mobile Design Pattern Gallery: UI Patterns for Smartphone Apps*, 2nd Ed., 11, O'Reilly Media [ISBN: 1449363636]

Jürgen Brunner 2014, *Getting Started with Clickteam Fusion*, 1st Ed., 8, Packt Publishing [ISBN: 9781783283613]

This module does not have any article/paper resources

Other Resources

Website: Online (text based) tutorial *W3schools*
<http://www.w3schools.com/js/>

Website: Online (video based) tutorial *JavaScript essential training*, Lynda.com
<http://www.lynda.com/JavaScript-tutorial/s/Essential-Training/81266-2.html>

Online (video based): Todd Perkins 2014, *Programming for Non-Programmers: iOS 8*, Lynda.com
<http://www.lynda.com/iOS-tutorials/Programming-Non-Programmers-iOS-8/194135-2.html>

Module Delivered in

Programme Code	Programme	Semester	Delivery
BN_DDME8_8	Bachelor of Arts (Honours) in Creative Digital Media [240 ECTS credits]	3	Mandatory
BN_DDME8_7	Bachelor of Arts in Creative Digital Media [180 ECTS credits]	3	Mandatory