

MULTIMEDIA SYSTEMS

BITM 1113

SEMESTER 1

SESI 2015/ 2016

BITM 1113 MULTIMEDIA SYSTEMS [3, 2, 2]

TYPE OF COURSE : P

EDITION : 2

UPDATED : 21-08-2015

1.0 LEARNING OUTCOMES

At the end of the lesson, the student should be able to:

1. Interpret the core concept of multimedia elements (C3).
2. Manipulate multimedia applications by combining elements of text, graphic, audio, video and animation according to current needs (P3, LL2).
3. Demonstrate problem solving skills for multimedia project development (A3, C3, CTPS1).

2.0 SYNOPSIS

This subject prepares students with the basic concept of multimedia, technology and the importance of multimedia application. It covers the introduction to multimedia elements such as Text, Graphic, Audio, Animation and Video include 2D / 3D graphic and authoring, multimedia integration and multimedia application development. During lab sessions, students will be introduced to several tools for selected media element and authoring software for media integration. In addition, students will be trained for practical preparation of still image, simple animation, sound and effectively apply it to multimedia project. Students also will be exposed to teamwork, leadership, problem-solving and communication skills while performing their various tasks and project. Cooperative Learning (CL), Problem Based Learning (PBL), Cooperative Learning and Collaborative Learning approach will be used to enhance students capability such as competency, attitude, knowledge and communication skills.

3.0 PRE-REQUISITE

None

4.0 LAB AND PRACTICAL

The use of Adobe Photoshop, Adobe Flash, Adobe Illustrator, Audacity and Adobe Premier, for creativity development.

5.0 REFERENCES

- [1] Norasiken, B., Huoy, C. Y., Mohamad Lutfi, D., Farah, N. A. & Ahmad, N. C. P., (2014), Multimedia System, University Technical Malaysia Melaka, Module.
- [2] Norasiken, B. & Faaizah, S., (2012), *Adobe Flash CS5 Professional Includes Exercise Files and Training Videos*, University Technical Malaysia Melaka, ISBN: 978-967-0257-19-8.
- [3] Vaughan, T., (2011), *Multimedia: Making It Work 8th Edition*, McGraw-Hill Osborne Media.
- [4] Chapman, N. And Chapman, J.,(2009), *Digital Multimedia 3rd Edition*, Wiley.
- [5] Savage T.M. and Karla E. Vogel (2013), *An Introduction to Digital Multimedia*

6.0 COURSE IMPLEMENTATION

- a. Lecture: 2 hrs per week for 14 weeks (Total = 28 hrs)
- b. Lab: 2 hrs per week for 14 weeks (Total = 28 hrs)

7.0 COURSE EVALUATION

	LO 1	LO 2	LO 3
Assessment Method			
Group Project (1) = 15%			P1 (15%)
Lab Assignment (10) = 10%			A1-A5(10%)
Lab Test (2) = 20%	LT1 (10%)	LT2 (10%)	
Quizzes (2) = 10%	Q1 (5%)	Q2 (5%)	
PBL/CL (2) = 5%		PBL1 (2.5%)	PBL2 (2.5%)
Mid Term (1) = 10%	MT1 (5%)	MT2 (5%)	
Final (1) = 30%	F1 (15%)	F2 (15%)	
Total	35%	37.5%	27.5%

8.0 STUDENT LEARNING TIME

LEARNING ACTIVITIES	STUDENT LEARNING TIME (BITM 11133)											
	GUIDED LEARNING TIME						INDEPENDENT LEARNING TIME					
	OFFICIAL CONTACT HOURS	FREQ	TOTAL	GUIDED LEARNING HOURS	FREQ	TOTAL	SELF STUDY HOURS	FREQ	TOTAL	ASSESSMENT TIME	FREQ	TOTAL
Lecture	2	12	24	-	-	-	1.5	12	18	-	-	-
Laboratory + Report	2	13	26	-	-	-	1	13	13	-	-	-
Tutorial	0	0	0	-	-	-	0	0	0	-	-	-
Quizzes	-	-	-	0.3	2	0.6	1.5	2	3	-	-	-
Theoretical Test (Midterm)	-	-	-	-	-	-	2	1	2	1	1	1
Lab Test	-	-	-	2	2	4	3	2	6	-	-	-
Discussion	0	0	0	-	-	-	0	0	0	-	-	-
Mini Project - Group	0	0	0	-	-	-	2	5	10	-	-	-
Mini Project - Individual	0	0	0	-	-	-	0	0	0	-	-	-
Assignment - Group	0	0	0	0.3	2	0.6	2	2	4	-	-	-
Assignment - Individual	0	0	0	-	-	-	0	0	0	-	-	-
Presentation - Group				0.3	1	0.3	1	1	1	-	-	-
Presentation - Individual	0	0	0	-	-	-	0	0	0	-	-	-
Final	2.5	1	2.5	-	-	-	7	1	7	-	-	-
TOTAL	52.5			5.5			64			1		
GRAND TOTAL	123											
TOTAL CREDIT	3.075											

9.0 DETAILED SYLLABUS AND TEACHING PLAN

Week	Contents	References	Delivery Method
1	<p>THE CONCEPT OF MULTIMEDIA</p> <ul style="list-style-type: none"> ▪ The definition of Multimedia and concept web base. ▪ Multimedia technologies and terminology. ▪ Type of multimedia system. ▪ Introduction to Hypertext and Hypermedia ▪ Application of Multimedia in Education, Medical, Entertainment, Business and Industrial, Government and Encyclopaedia Resources Sector. ▪ The Advantages and Disadvantages of Multimedia ▪ Multimedia Super Corridor (MSC) <p>Lab 1 Adobe Photoshop 1</p>	<p>[Chapter 1, Vaughan]</p> <p>[Chapter 1-5, Norasiken et. al]</p>	<p>Explain course outline and delivery method</p> <p>Lecture</p> <p>Lab</p>
2	<p>THE MULTIMEDIA TECHNOLOGY</p> <ul style="list-style-type: none"> ▪ Multimedia System Components ▪ The Hardware System include VR tools. ▪ Software of Multimedia System ▪ Multimedia production categories ▪ Multimedia delivery system ▪ The Multimedia Storage and Platform ▪ The Windows Platform ▪ The Macintosh Platform ▪ Windows VS Macintosh <p>Lab 2 Adobe Photoshop 2</p>	<p>[Chapter 2-3, Vaughan]</p> <p>[Chapter 6-10, Norasiken et. al]</p>	<p>Active Learning</p> <p>Lab</p>
3	<p>INTRODUCTION TO TEXT</p> <ul style="list-style-type: none"> ▪ Introduction Font and Typography ▪ History of text ▪ Mono spaced versus proportional ▪ Serif versus Sans Serif ▪ Font weight, shape and terminology. ▪ Using text in Multimedia ▪ Font editing and design tools <p>Lab 3 Adobe Illustrator 1</p>	<p>[Chapter 4, Vaughan]</p> <p>Online source</p>	<p>Lecture</p> <p>Group Project Proposal</p> <p>Assignment 1 (poster)</p> <p>Inform student to prepare proposal and poster</p> <p>Lab</p>
4 and 5	<p>IMAGES</p> <ul style="list-style-type: none"> ▪ Introduction to graphics and images ▪ Graphics application ▪ Types of graphics ▪ Bitmap versus vector ▪ Colour, Image peripheral resolution ▪ Colour Palette, Bitmap Images and Vector Images ▪ File Format and File Format Conversion ▪ Image Resources and Input 	<p>[Chapter 6, Vaughan]</p>	<p>Lecture (W4)</p> <p>Active Learning (W5)</p> <p>Submit / Present proposal</p>

13	<p>MULTIMEDIA DEVELOPMENT MODEL</p> <ul style="list-style-type: none"> ▪ Select a topic for Multimedia project ▪ Multimedia application project planning ▪ Media collection phase ▪ Creating Storyboard ▪ Develop Multimedia Project ▪ Testing <p>MULTIMEDIA DEVELOPMENT TEAM</p> <ul style="list-style-type: none"> ▪ Team members in Multimedia Production ▪ Responsibility of each team member ▪ Assembling a Multimedia Production Team <p>Lab 10 Audacity / Audio Tools</p>	Lecture Notes	Lecture
14	Project Presentation		
	Online source	Lab	

