

<b>Module Title</b> <b>Interactive Multimedia</b>	Reference CM3056 SCQF Level SCQF 9 SCQF Points 15 ECTS Points 7.5 Created May 2002 Approved April 2005 Amended September 2012 Version No. 7
<b>Keywords</b> Multimedia, Graphics, Images, Sound, Video, Animation	

## This Version is No Longer Current

The latest version of this module is available [here](#)

### Prerequisites for Module

None, in addition to course/programme entry requirements.

### Corequisite Modules

None.

### Precluded Modules

None.

### Aims of Module

To provide the student with the ability to research, plan, evaluate and create a multimedia application, with emphasis on common industry practice and the various media types involved.

### Learning Outcomes for Module

On completion of this module,

### Indicative Student Workload

<i>Contact Hours</i>	Full Time
Assessment	3
Laboratories	12
Lectures	24

#### *Directed Study*

Coursework	20
Preperation	
Directed Reading	48

#### *Private Study*

Private Study	43
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### Mode of Delivery

Key concepts are introduced and illustrated through the medium of lectures. Laboratory sessions provide a series of exercises designed to develop familiarity with tools and techniques essential to the development of multimedia applications

students are expected to be able to:

1. Perform background research and consequently design a multimedia application.
2. Plan, document and identify the natural flow of interaction within a multimedia application.
3. Identify and apply the principles and operations which can be carried out on the various media types.
4. Identify and evaluate the different methods for delivery, storage, compression and display of multimedia data.
5. Apply appropriate tools for the creation and manipulation of media data.

### **Indicative Module Content**

Principles of multimedia, future trends, structured planning and documentation, multimedia technologies and standards. Study of the various media types, e.g. graphics, images, sound, animation, video, and the operations that can be carried out on them. File formats for the media types and the compression methods used. Integrating the media types using industry standard multimedia authoring tools.

### **Assessment Plan**

	Learning Outcomes Assessed
Component 1	3,4
Component 2	1,2,5

Component 2 - Coursework

Component 1 - This is a closed book examination.

### **Indicative Bibliography**

1. COSTELLO, V., 2016. Multimedia Foundations: Core Concepts for Digital Design. Focal Press.
2. JACKSON, W., 2016. Digital Audio Editing Fundamentals. Apress.
3. CASE, A., 2015. Calm Technology: Designing for Billions of Devices and the Internet of Things. O'Reilly.
4. ZETTL, H., 2016. Sight, Sound, Motion: Applied Media Aesthetics, 8th Edition. Cengage.