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MODULE DESCRIPTOR

Module Title

Interactive Multimedia

Reference	CM3118	Version	1
Created	April 2017	SCQF Level	SCQF 9
Approved	August 2017	SCQF Points	15
Amended		ECTS Points	7.5

Aims of Module

To introduce the concepts embedded in Interactive Multimedia. 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. This includes 2D, sound editing, filming and movie editing as well as compositing.

Learning Outcomes for Module

On completion of this module, students are expected to be able to:

1	Perform background research and consequently design a multimedia application.
2	Plan, document and identify the natural workflow of interaction and processes for the development of multimedia applications.
3	Identify the multimedia concepts and principles used in the development of digital media applications, and identify and apply those operations which can be carried out on different media types at various stages of the project lifetime.
4	Identify and evaluate the different methods for delivery, storage, compression, production, post-processing and display of multimedia content.
5	Apply appropriate tools and techniques for the creation and manipulation of media data.

Indicative Module Content

Principles of multimedia, 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, from pre-processing, implementation; including sound recording and video filming, video & sound editing and compositing, to post-processing. File formats for the media types and the compression implications. Integrating the media types using industry standard multimedia authoring tools with production assets in mind.

Module 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 products.

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Indicative Student Workload

	Full Time	Part Time
Contact Hours	48	N/A
Non-Contact Hours	102	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	150	N/A
Actual Placement hours for professional, statutory or regulatory body		

ASSESSMENT PLAN

If a major/minor model is used and box is ticked, % weightings below are indicative only.

Component 1

Type:	Coursework	Weighting:	100%	Outcomes Assessed:	1, 2, 3, 4, 5

Description:	Interactive multimedia assignment assessing the modules learning outcomes.

MODULE PERFORMANCE DESCRIPTOR

Explanatory Text

The calculation of the overall grade for this module is based on 100% weighing of C1. An overall minimum grade D is required to pass the module.

Module Grade	Minimum Requirements to achieve Module Grade:
A	The student needs to achieve an A in C1.
B	The student needs to achieve a B in C1.
C	The student needs to achieve a C in C1.
D	The student needs to achieve a D in C1.
E	The student needs to achieve an E in C1.
F	The student needs to achieve an F in C1.
NS	Non-submission of work by published deadline or non-attendance for examination

Module Requirements

Prerequisites for Module	None.
Corequisites for module	None.
Precluded Modules	None.

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   ASE, 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 Asthetics, 8th Edition. Cengage.

5   CARLA SCHRODER, 2011, The Book of Audacity: Record, Edit, Mix, and Master with the Free Audio Editor.

6   MIKE SENIOR, 2014, Recording Secrets for the Small Studio.

7   LEXIS VAN HURKMAN, 2013, Color Correction Handbook: Professional Techniques for Video and Cinema.

8   BARRY ANDERSSON, 2015, The DSLR Filmmaker's Handbook: Real-World Production Techniques.