Module Title **Advanced Multimedia Development** **Keywords** Client/server interaction, multimedia authoring, design methodologies	Reference CM4017
	SCQF Level
	SCQF 10
	SCQF Points 15
	ECTS Points 7.5
	Created March 2007
	Approved August 2007
	Amended October 2009
	Version No. 2

This Version is No Longer Current

The latest version of this module is available here

Prerequisites for Module

CM3025 Multimedia Component Design or CM2012 2D Animation

Corequisite Modules

None.

Precluded Modules

None.

Aims of Module

To enable the student to apply principles of design to advanced multimedia applications and develop advanced multimedia solutions.

Learning Outcomes for Module

Mode of Delivery

Key concepts are introduced and illustrated through the medium of lectures and demonstrations. Laboratory sessions provide a series of exercises designed to develop proficiency in techniques essential to the development of advanced multimedia applications.

Assessment Plan

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

Component 1 ? This component consists of coursework assignments worth 100% of the total module assessment.

Indicative Bibliography

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

1. Design advanced multimedia applications using appropriate design methods.
2. Select appropriate media to meet the requirements of a design brief.
3. Develop advanced multimedia solutions to the design brief.
4. Evaluate the effectiveness of the multimedia solution.

Indicative Module Content

Client/server interaction, database connectivity, XML, multimedia authoring tools, multimedia data types: storage and streaming within the client-server environment, design methodologies, usability and user satisfaction evaluations, security.

Indicative Student Workload

Contact Hours	Full Time
Lectures	12
Laboratories	36
Assessment	10

Directed Study	
Coursework Preparation	26
Directed reading	28

Private Study

1. Milbourne, P. 2014 Foundation ActionScript 3. Apress
2. CHUN, R., 2014 Adobe Flash Professional CC Classroom in a Book. Adobe
3. PREECE, J., SHARP, H., and ROGERS, Y. 2015. Interaction Design. John Wiley & Sons

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