MODULE DESCRIPTOR

Module Title

Multimedia Component Design

Reference	CM3119	Version	2
Created	June 2022	SCQF Level	SCQF 9
Approved	August 2017	SCQF Points	15
Amended	July 2022	ECTS Points	7.5

Aims of Module

To enable the student to apply principles of design to create multimedia components and develop digital media solutions.

Learning Outcomes for Module

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

1	Demonstrate a critical understanding of the range of digital media types that can be used construct a digital media product.
2	Apply a structured approach to the design phase of a digital media product based on the design brief.
3	Construct appropriate media components to meet the requirements of a design brief.
4	Apply appropriate design principles to the implementation, delivery and testing of a digital media solution.
5	Evaluate the function and effectiveness of multimedia design elements in digital media artefacts.

Indicative Module Content

Interaction design modelling, storyboards, scenarios, multimedia authoring, environments, multimedia controllers, multimedia, applications, multimedia data types, streaming, usability and user satisfaction evaluation, and multiple device applications. The design process and design principles. Structured approach to design.

Module 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 multimedia components and multimedia applications.

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Indicative Student Workload	Full Time	Part Time
Contact Hours	30	N/A
Non-Contact Hours	120	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:	Multimedia component design assignment.				

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 PREECE, J., SHARP, H., and ROGERS, Y. 2015. Interaction Design. John Wiley & Sons.

2 LIDWELL, W. 2015. The Pocket Universal Principles of Design: 150 Essential Tools for Architects, Artists, Designers, Developers, Engineers, Inventors, and Makers. Rockport.

3 Hallgrimsson, B., 2019. Prototyping and modelmaking for product design, 2nd ed. London: Laurence King.

4 McElroy, K., 2017. Prototyping for designers: Developing the best digital and physical products. O'Reilly Media, Inc.