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| **1** | **Course title** | Multimedia |  |
| **2** | **Course number** | 5402351 |  |
| **3** | **Credit hours (theory, practical)** | 3 |  |
| **Contact hours (theory, practical)** |  |  |
| **4** | **Prerequisites/corequisites** | Object Oriented Programming 1 (5402211) |  |
| **5** | **Program title** | Business information systems |  |
| **6** | **Program code** | 02 |  |
| **7** | **Awarding institution** | University of Jordan / Aqaba |  |
| **8** | **School** | Faculty of Information Technology |  |
| **9** | **Department** | Business information systems |  |
| **10** | **Level of course** | 3 |  |
| **11** | **Year of study and semester (s)** | 3,4 |  |
| **12** | **Final Qualification** |  |  |
| **13** | **Other department (s) involved in teaching the course** | none |  |
| **14** | **Language of Instruction** | English |  |
| **15** | **Date of production/revision** | 2019 |  |

**16. Course Coordinator:**

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| Name: Sufian Khwaldeh  Office numbers: 33  Office hours:(10 -11/Sunday, Tuesday, Thursday) (11-12:30 Monday, Wednesday)  Phone numbers:35068  E-mail addresses: Sf.khwaldeh@ju.edu.jo |

**17. Other instructors:**

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| Office numbers, office hours, phone numbers, and email addresses should be listed. |

**18. Course Description:**

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| As stated in the approved study plan.  The purpose of this course is to introduce the basic concepts of multimedia including text, graphics, sound, animation and video. Multimedia related hardware and software issues are discussed. The students will be introduced to the development stages and the required skills (skill set) for producing multimedia titles. Methods and techniques required for delivering Web-based multimedia are also presented. |

**19. Course aims and outcomes:**

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| A- Aims:   * **Learn tools of Computer based multimedia** * **Learn elements of multimedia** * **Learn techniques of multimedia** * **Learn algorithms intended for multimedia**   B- Intended Learning Outcomes (ILOs): Upon successful completion of this course students will be able to |
| **Intended Learning Outcomes:**  The intended learning outcomes of this course are:  **A- *Knowledge and Understanding: Students should* …**  A1) Understand how multimedia titles are made and their development process.  A2) Know the different types of skills required to make multimedia titles  A3) Understand the basic principles for creating different types of multimedia elements including  text, graphics, sound, animation and video.  A4) Know about different types of hardware and software tools used for developing multimedia.  **B- *Intellectual skills: with the ability to …***  B1) Distinguish between the tasks of different multimedia development team members  B2) Distinguish between linear multimedia, nonlinear multimedia and hypermedia  B3) Use production software tools to produce primitive multimedia elements  B4) Use authoring software tools to produce a multimedia title    **C- *Subject specific skills – with ability to …***  C1) Use different multimedia production tools.  C2) Choose the best colouring scheme for a multimedia project  C3) Advise on the most suitable hardware for a multimedia project  C4) Create professional images, animations, and videos  C5) Compute the file sizes of different multimedia elements  **D- *Transferable skills – with ability to***  D1) Plan for a multimedia project including the needed skill set  D2) Manage the needed resources for a multimedia project  D3) Build professional multimedia titles |

**20. Topic Outline and Schedule:**

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| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Topic | Week | Instructor | Achieved ILOs | Evaluation Methods | Reference | | **What is Multimedia** |  | SMIKH | A1 | quiz | Slides | | **Introduction to making multimedia** |  | SMIKH | A1 | Logo Presentation | research | | **Multimedia Skills** |  | SMIKH |  | Logo Design | Slides | | **Screens** |  | SMIKH | A1, A4, C3 | quiz |  | | **Compression Techniques** |  | SMIKH | A3 | Assignment  Written Exam | Slides | | **Images & Blender** |  | SMIKH | C4 | Written Exam  Project and Assignment | Slides  & Software | | **Theory of Colour** |  | SMIKH | A3, C2 | quiz | Slides | | **Text & Font Editors** |  | SMIKH | A3, D2, D3, B2, B3 | Written Exam  Project and Assignment | Slides | | **Sound & Sony Forge** |  | SMIKH | A3, D2, D3,C4 | Sony Sound Forge Project | software | | **Animation & see links below** |  | SMIKH | A4, C4 | Written Exam  Project and Assignment | On line | | **Video & Filmora** |  | SMIKH | A3, D2, D3 | Camtasia project | software | | **Human Modelling & Proportion** |  | SMIKH | C4 | quiz | Slides | |

**21. Teaching Methods and Assignments:**

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| Development of ILOs is promoted through the following teaching and learning methods:   * Lectures * Lab hands on * Lab hands on & on line |

**22. Evaluation Methods and Course Requirements:**

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| Opportunities to demonstrate achievement of the ILOs are provided through the following assessment methods and requirements:  **Exams:** The format for the exams is generally (but NOT always) as follows: General Definitions, Multiple-Choice, True/False, Analyze a Problem, Short Essay Questions, Solving Problems etc.  **Quizzes:** The instructor may give quizzes or assignments or both; usually it is left up to the instructor. Usually 4 quizzes are given in semester; it is left up to the instructor. Each Quiz is out of 10. No makeup quizzes.  Assessment will be as follows:   |  |  | | --- | --- | | Midterm Exam | 30% | | Assignments+ quizzes | 20% | | Final Exam | 50% | |

**23. Course Policies:**

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| **A- Attendance policies:**   * 15% of 48 lecturing hours   **B- Absences from exams and handing in assignments on time:**   * Exam can retake based on approval of excuse from dean * Not handing assignment on time will result in zero mark   **C- Health and safety procedures:**  NA  **D- Honesty policy regarding cheating, plagiarism, misbehavior:**   * cheating, plagiarism, misbehavior may result in zero grade   **E- Grading policy:**   * All homework are posted on line * All quizzes and exams are provided with solution for perfect score   **F- Available university services that support achievement in the course:**  Labs, Software, CAMERA, SOUND SYSTEM |

**24. Required equipment: (** Facilities, Tools, Labs, Training….)

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| * Stupeflix Studio * Snipping tool * Active Presenter * Sony Sound Forge * Font Editor * Articulate * Felmora * ScreenPresso |

**25. References:**

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| Required book (s), assigned reading and audio-visuals:   1. Fundamentals of Multimedia, Li and Drew, Pearson Prentice Hall, 2004. 2. Multimedia Making It Work, 6th Edition, Tay Vaughan, 2004. 3. Multimedia Computing, Communications and Applications, Steinmetz and Nahrstedt. 4. http://www.widearea.co.uk/designer/compress.html 5. <http://www.digitalhymnal.org/glossary_m-z.html> 6. <http://www.sigmm.org/Education/>   Recommended books, materials, and media:   1. Stupeflix Studio <http://studio.stupeflix.com/> 2. One True Media <http://www.youtube.com/create/spotmixer> 3. goanimate http://goanimate.com/ |

**26. Additional information:**

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Name of Course Coordinator: -----------------------------------Signature: ------------------ Date: ------------

Head of curriculum committee/Department: ----------------------------- Signature: ---------------------------

Head of Department: ------------------------------------------------------------ Signature: -----------------------

Head of curriculum committee/Faculty: ----------------------------------------- Signature: --------------------

Dean: --------------------------------------------------------- -Signature: -------------------------------------------