

Bachelor of Information Technology in Management Information System (Hons)

1.	Course Title	Multimedia Technology		
2.	Course Code	CMMD2513		
3.	Status	Major		
4.	Credit Hour	3 (2+1) 2 for lecture (2 hours per week x 14 weeks) 1 for lab (2 hour per week x 14 weeks) Lab works-using simulator & emulator supervised by tutor		
5.	Semester/Year	1/2		
6.	Prerequisites	Nil		
7.	Teaching method:	Distance Learning (Electronic)		
8.	Evaluation	Assessment and Marking Percentage: Participation 5% Quizzes 15% Project 15% Mid Sem Exam 15% Final Examination 50%		
9.	Lecturer			
10.	Objective of the Subject	This subject is designed to enable students to: - Understand multimedia concepts, its usages and the importance of multimedia in society; - Know main hardware in a multimedia computer system and how the features of the system are used; and - Realize the main components of interactive multimedia system namely text, graphics, animation, audio and video.		
11.	Learning Outcomes	Upon completion of this subject, students should be able to: - Define multimedia concepts, its usages and the importance of multimedia in society; - Identify main hardware in a multimedia computer system and how the features of the system are used; and - Describe the main components of interactive multimedia system namely text, graphics, animation, audio and video.		
12.	Synopsis	This course is offered to students as introductory of multimedia knowledge. Multimedia becomes popular medium that transform the way people learn, work, socialize and think. This course is divided into 3 units and each unit comprises of 4 chapters. The content is focusing some important topics such as Introduction to Multimedia Technology, Multimedia Application Technology, Multimedia Hardware and Main Components of Multimedia namely text, graphics, animation, audio and video.		
13.	Topics	Details	Lecture (Hrs)	Lab (Hrs)
	Topic 1	Introduction to Multimedia Technology - Definition of Multimedia - History and Concept of Multimedia - Multimedia Features - Types of Media	2	2
	Topic 2	Multimedia Technology Applications - Application of Multimedia Technology - Multimedia Super Corridor (MSC) - Application for MSC Status - Main Applications of MSC	2	2
	Topic 3	Multimedia Hardware - Standard of Multimedia Computer System - Basic Hardware of Multimedia Computer System - Input and Output Devices - Input Devices - Output Devices - Storage	2	2

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		• Guide to choose Multimedia Computer		
	Topic 4	Development and Future of Multimedia Technology • Development of Multimedia Technology • Challenges and Future of Multimedia Technology	2	2
	Topic 5	Text • Definition and the importance of Text • Text as Multimedia Elements • Typeface and Fonts • Categories and Size of Text • Guideline of Using Text in Multimedia Application • Multimedia Application Intensive Text • Hypertext • Text Authoring Software	2	2
	Topic 6	Graphics • Definition and the importance of Graphics • History of Graphics • Graphics Computer Application • Graphics Usage in Multimedia • Categories of Graphics • Graphic Cards • Format of Graphic Files • Graphic Resources • Graphics Software	2	2
	Topic 7	Introduction to Animation • Definition • Principles of Animation • The Importances of Animation in Multimedia • Computerised Application Technologies • Animation Techniques • Traditional Animation	2	2
	Topic 8	Computerised Animation • Computerised Animation • Keyframes and Tweening • Categories of Computerised Animation • Two-dimensional Animation (2D) • Three-dimensional Animation (3D) • Processes of 3D Animation Production • Special Effects in Animation • Format of Animation Files • Hardware for Animation • Software for Animation	2	2
	Topic 9	Audio in Multimedia • Audio • Sound Card • Sound Format • Audio Role in Multimedia • Factors to be considered for audio creation • Advantages and Disadvantages of Audio in Multimedia	2	2
	Topic 10	Format and Audio Software • Format of Audio Files • Sources of Audio Files • Audio Software • Sound Processing with Sound Forge	2	2
	Topic 11	Video in Multimedia • Video • Analog Video	2	2

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		- Digital Video - Video Production Process - Capturing Video - Advantages of Digital Video		
	Topic 12	- Problems with Digital Video - Size of File for Digital Video - Video Compression - The Role of Video in Multimedia - Advantages and Disadvantages of Video in Multimedia	2	2
	Topic 13	Format and Video Software - Format and Video Standards - Format of Codecs - Format of Video Files	2	2
	Topic 14	- Video Software - Adobe Premiere - Guide to use Adobe Premiere	2	2
		Total contact hours	28	28
		Equivalent lecture hours	28	14
		Total lecture hours	42	
		Credit hours	3	
14.	Main reference:	Vaughan, Tay. 2006. Multimedia Making It Work . 7 th Edition. California: Osborne/McGraw-Hill. Vaughan, Tay. 2007. Multimedia Making It Work . Student Edition. California: Osborne/McGraw-Hill.		
15.	Additional References:	- Chapman, Nigel & Jenny. 2008. Digital Multimedia. England: John Wiley & Sons, Ltd. - Dastbaz, Mohammad. 2002. Designing Interactive Multimedia Systems. Berkshire: McGraw-Hill Education - Hofstetter, Fred T. 2001. Multimedia Literacy. 3rd Edition. New York: McGraw-Hill Higher Education.		
	Other Materials:	All other materials will be available to students online.		