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| | Hashemite University<br>Prince Al-Hussein bin Abdullah II Faculty for Information Technology<br>Department of Computer Information Systems | |

# Course Syllabus

**Year: 2018-2019** **Semester: (1)**

| Course No. | Course Title | Designation | Prerequisite | Co-requisite | Credit Hours Lectures /Lab. |
|---|---|---|---|---|---|
| 151001330 | Multimedia Programming | Elective | 151001250 | - | 3 / 0 |

| Instructor Name | E-mail | Office No. | Office ext. | Office Hours |
|---|---|---|---|---|
| Dr. Ahmad Aloqaily | aloqaily@hu.edu.jo | 238 | 4147 | Sun,Tue,Thu (1-2) |

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| **Coordinator's Name:** | Dr. Ahmad Aloqaily |

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| **Course Description** | This course teaches the concepts and skills of using text, images, sound, animation, and video to create multimedia projects and applications. Students will learn the basic principles of each media type including digital representation and issues that arise when media are combined. Students will deal with ethical and legal issues, design considerations including usability, hardware and software that enable multimedia, data representation and file types, data storage, data transmission, digitizing and compression techniques. |

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| **a) Textbook (s):** |
| 1. Multimedia - Making it Work, Vaughan, T., 9th edition, McGraw-Hill. ISBN-10: 0071748466 |
| **b) Additional References:** |
| 1. MultiMedia: texts and contexts, Anne Cranny-Francis , Sage Publications Ltd (October 3, 2005) ISBN-10: 076194995X |
| 2. Multimedia Learning, Richard E. Mayer, Cambridge University Press; 2 edition (January 19, 2009), ISBN-10: 0521514126 |

| Course Learning and Outcomes CLOs |
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| 1. In depth **understanding** the field of multimedia, applications and multimedia tools. (1) |
| 2. **Describe** the processes and methodologies required for effective design of dynamic and interactive multimedia projects (2) |
| 3. **Explain** the digital representation methods used to save and manipulate multimedia elements including, text, image, sound and video. (1) |
| 4. **Describe** how to develop skills and imaginative use to the design, management and deployment of multimedia resources and systems. (2) |
| 5. Be able to **apply** work in team to use latest software and tools for creating multimedia application using graphic, video, animation and audio elements (3 and 5) |
| **Addressed Student Learning Outcomes (SLOs)** |
| 1, 2, 3 and 5 |

| Topic Details | Course ILO number | Reference | No. of Weeks | Contact hours* |
|---|---|---|---|---|
| 1.What is Multimedia | 1,2 | Ch1 | 1 | 3 |
| 2.Text | 3 | Ch2 | 2 | 6 |
| 3.Images | 3 | Ch3 | 2 | 6 |
| 4.Sound | 3 | Ch4 | 2 | 6 |
| 5.Animations | 3 | Ch5 | 2 | 6 |
| 6.Video | 3 | Ch6 | 2 | 6 |
| 7.Making Multimedia | 4 | Ch7 | 2 | 6 |
| 8.Mobile and Multimedia | 4 | C12 | 2 | 6 |
| Total | | | 15 | 45 |

| Assessment method | Grade | Comments |
|---|---|---|
| Mid-term Exam | 30% | Covers Chapters 1,2, 3,4 and 5 |
| Projects / Quizzes | 30% | TBA |
| Final Exam | 40% | Covers all topics |
| Total | 100% | |