Course Name	MULTIMEDIA APPLICATIONS			Course Code	INFS	443

Credit Hours	3		Contact Hours	Lec	Lab	Total
				2	2	4

Track	☐ University Req.	☐ College Req.	☐ Core	☒ Major
	☐ Elective ☐ ITEC	☒ INFS ☐ COMP	☐ CENG	☐ CNET

Prerequisite	NIL	Level	9th Semester

Course Description:

This course is designed to provide the fundamental concepts and techniques of multimedia system components e.g. text, image, sound, animation, and video. Some of the key areas covered by the course are: Multimedia authoring and tools, hypertext and hypermedia content creation and delivery, media representations, user interfaces design and development, multimedia skills, animation principle, multimedia project requirements, planning, costing, designing and producing, and recent trends in multimedia. The techniques and tools for producing, designing, and implementing interactive multimedia applications will also be covered. Students will be trained on a range of authoring, editing, and scripting tools for multimedia development.

Course Objectives:

Upon successful completion of this course, students will be able to:

- Understand fundamental multimedia building blocks, including Text, Image, Sound, Animation and Video
- Develop the skills required for producing, editing and integrating the multimedia elements using authoring tools
- Create interactive applications, through programming or scripting, particularly for the Web

Grading	☒ Exam-I	10%	☒ Exam-II	10%	☒ Assignment/Mini Project	20%
	☒ Lab	20%	☒ Final	40%		

Text Book:

- ♦ **Multimedia: Making It Work**, 9th Edition, by **Tay Vaughan**, McGraw-Hill Osborne Media, May 2014, ISBN: 9780071832892

References:

- Multimedia Systems, Algorithms, standards, Industry Practices, by Prag Havaldar and Gerard Medioni, ISBN-10:1-4 188-3594-3, Cengage Learning; 1st edition
- Judith Jeffcoate : Multimedia In Practice, ISBN: 9788131707159, Pearson Education, 2007
- Fred Halsal: Multimedia Communications: Applications, Networks, Protocols and Standards, 1/e,2001