



UNIVERSITI TEKNOLOGI MARA

EPC551: DEVELOPMENT AND PRODUCTION OF E-LANGUAGE MATERIALS

Course Name (English)	DEVELOPMENT AND PRODUCTION OF E-LANGUAGE MATERIALS APPROVED
Course Code	EPC551
MQF Credit	4
Course Description	The purpose of this course is to expose and train the students in designing, developing and producing interactive multimedia packages - MIP (language or career-based). Students will acquire the necessary skills and knowledge that will enable them to produce an interactive multimedia unit of instruction for training of language-based tasks in the workplace. Skills such as creating animations, designing interfaces, drawing storyboards and flowcharts, sequencing events of instruction, designing test items and generating results will also be taught in this course. Students' performance will be evaluated based on both formative and summative evaluations of their e-portfolio and a final project that involves developing a real client's professional multimedia package (language or career-based).
Transferable Skills	- Demonstrate the ability to dream, imagine and visualize (Creative and Innovative) - Demonstrate analytical skills using technology (Tech-Savvy) - Demonstrate ability to apply creative, imaginative and innovative thinking and ideas to problem solving (Independent and Critical Thinker)
Teaching Methodologies	Blended Learning, Lab Work, Practical Classes, Problem Based Learning (PBL)
CLO	CLO1 Apply instructional design steps and procedures in the implementation of multimedia development and production CLO2 Produce snippets and/or applets for a personal e-portfolio Multimedia Interactive Package (MIP) CLO3 Demonstrate skills and knowledge that enable them to produce an interactive multimedia unit of instruction related to professional e-language activities CLO4 Publish one instructional or informational multimedia project (MIP) using an authoring system
Pre-Requisite Courses	No course recommendations
Topics	
1. Introduction to the Course. Multimedia Concept 1.1) Identify various multimedia elements, formats, types and tools 1.2) Work with the Adobe Director application using stage, cast, score, properties inspector, control panel, tool palette windows. 1.3) Import media elements from other resources into Director 1.4) Create Director sprites, frame and, key frames 1.5) Animate an element on a stage using various Director effects - blend mode, rotate, skew, drag & drop from a point.	
2. Working with SwishMAX and Adobe Director applications 2.1) Work with SWISHmax application - Understanding scene, movie properties, timeline, outline, tool palette and other significant windows 2.2) Create a text element and manipulate its effects 2.3) Manipulate sprites, span duration and effects in SWISHmax timeline 2.4) Save a .swi file format and import the file into a .swf file 2.5) Import a Shockwave file (.swf) into Director	

<p>3. Lingo Scripts and Library palette</p> <p>3.1) Work with Lingo Scripting in Director 3.2) Write a script to create a pause/STOP, Go to frame, Jump to marker 3.3) Create navigational buttons using markers in Director 3.4) Apply various built-in functions and behaviors in Director Library Palette 3.5) Apply rollover member function in Director Library Palette 3.6) Use the Effects Channels - audio track and script channel</p>
<p>4. Adobe Photoshop CS Classroom in the Book</p> <p>4.1) Use various techniques available in the Adobe Photoshop CS Classroom in the Book - Lessons 1 to 6. 4.2) Apply various tools in the Photoshop Toolbox - Marquee tools, Move tool, Lasso, Magic wand, Crop tool, Brush, Gradient, Zoom tool and more 4.3) Identify the function of various window palettes - color, navigator, history, layers</p>
<p>5. Academic Writing Presentation & Working with Goldwave</p> <p>5.1) Present the Academic Writing assignment on different ISD models 5.2) Propose how the ISD model can be used to improve the MIP v.2 project 5.3) Work with a shareware Audio application called GoldWave 5.4) Convert audio tracks into other digital formats such as .wav and .mp3</p>
<p>6. Develop more Director files for Personal e-Portfolio</p> <p>6.1) Gain Attention page 6.2) Updated Main Menu 6.3) digitizing of 25 digital images for Photoshop Artwork</p>
<p>7. Develop more Director files for Personal e-Portfolio</p> <p>7.1) Photoshop Artwork Gallery 7.2) A comprehensive tutorial on one artwork, and 7.3) E-Banner assignments</p>
<p>8. Advancing on Adobe Director scripting</p> <p>8.1) Explore Hide and Show swf files using Lingo commands 8.2) Work with feedback and reinforcement functions using Lingo scripting 8.3) Work with Lingo scripting to create test items</p>
<p>9. Advancing on Adobe Director scripting</p> <p>9.1) Use other features in Director 9.2) Explore Hide and Show .swf files using Lingo commands 9.3) 9.4) Work with Lingo scripting to create test items</p>
<p>10. Development of MIP v2 group project</p> <p>10.1) Present progress development on MIP v.2 project 10.2) Discuss areas that need improvement or have been improved</p>
<p>11. Working on completing MIP v2 group project</p> <p>11.1) Improved Dick & Carey Instructional Unit 11.2) Improve Director files on: Exercises, Feedback & Reinforcement</p>
<p>12. Working on E-Folio & MIP v2 group project</p> <p>12.1) Work independently on the e-Portfolio assignments and to catch up with other progressive tasks 12.2) Work cooperatively on the MIP v.2 group project and to catch up with other progressive tasks related to the group project 12.3) Presentation of students' final MIP v.2 group projects</p>

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Final MIPv2	45%	CLO4
	Portfolio/Log Book	Electronic-Portfolio 1	20%	CLO1
	Portfolio/Log Book	Electronic-Portfolio 2	25%	CLO2
	Presentation	2. Oral Presentation & Participation: 10 %	10%	CLO3

Reading List	This Course does not have any book resources
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Article/Paper List	This Course does not have any article/paper resources
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Other References	<ul style="list-style-type: none"> • CD Rom Othman Ismail and Noraini Ahmad Basri 2014, <i>Multimedia Interactive Package: An MIP Production House DVD</i> , APB, Shah Alam • Book Adobe Creative Team 2010, <i>Adobe Photoshop CS3 Classroom in a Book</i> , Berkeley, CA: Adobe Press • Website VineyardDesign.com 2014, <i>Adobe Photoshop CS3 Tutorial</i>, USA http://www.vineyardesigns.com/tutorials/photoshop/index.shtml • Website Dean Utian 2014, <i>DEAN'S DIRECTOR TUTORIALS AND RESOURCES</i>, USA http://www.deansdirectortutorials.com/ • Website Instructional Design Central (IDC) 2014, <i>Instructional Design Central: Resources & Information for Instructional Design Professionals</i> , Saratoga Springs, Utah, USA http://www.instructionaldesigncentral.com/html/IDC_instructionaldesignmodels.htm
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