



UNIVERSITI TEKNOLOGI MARA

COM367: MULTIMEDIA DESIGN AND PRODUCTION

Course Name (English)	MULTIMEDIA DESIGN AND PRODUCTION APPROVED
Course Code	COM367
MQF Credit	3
Course Description	This course is primarily to introduce and prepare students with the knowledge and skills in identifying and applying the technologies that is appropriate to any multimedia applications. They will also learn the process of preparing multimedia presentations through combining the elements of graphics, sound and animation. The distribution channels of multimedia are also part of this course
Transferable Skills	i) Web Site Interface Design ii) Interface Multimedia Design
Teaching Methodologies	Lectures, Practical Classes
CLO	CLO1 Form multimedia project in different categories by individually CLO2 Apply theory and concepts on interactive multimedia production CLO3 Propose interactive production by teamwork using multimedia elements
Pre-Requisite Courses	No course recommendations
Topics	
1. What is multimedia 1.1) Introduction 1.2) Definition 1.3) CD-ROM, DVD, and the Multimedia Highway 1.4) CD-ROM, DVD, Flash Drives, and Multimedia 1.5) Multimedia in Business 1.6) Multimedia in Schools 1.7) Multimedia at Home 1.8) Multimedia in Public Places 1.9) Virtual Reality	
2. Introduction to Making Multimedia 2.1) The Stage of the Projects 2.2) What You Need 2.3) Hardware 2.4) Software 2.5) Creativity 2.6) Organization	
3. Multimedia Skills 3.1) The Team	
4. Sound 4.1) The Power of Sound 4.2) Digital Audio 4.3) Editing Digital Recordings 4.4) Making MIDI Audio 4.5) Audio File Formats 4.6) MIDI Versus Digital Audio 4.7) Choosing Between MIDI and Digital Audio 4.8) Adding Sound to Your Multimedia Project 4.9) Music CDs	

<p>5. Animation 5.1) Principles of Animation 5.2) Animation by Computer 5.3) Animation Techniques 5.4) Computer Animation</p>
<p>6. Hardware 6.1) The Macintosh Platform 6.2) The Windows Platform 6.3) Networking Macintosh and Windows Computer 6.4) Connection 6.5) Memory and Storage Devices 6.6) Input Devices 6.7) Output Hardware 6.8) Communication Devices</p>
<p>7. Basic Software Tools 7.1) Text Editing and Word Processing Tools 7.2) OCR Software 7.3) Painting and Drawing Tools 7.4) 3-D Modeling and Animation Tools 7.5) Image-Editing Tools 7.6) Plug-Ins 7.7) Animation, Video, and Digital Movie Tools 7.8) Microsoft Video for Windows 7.9) Movie Editors</p>
<p>8. Multimedia Authoring Tools 8.1) Making Instant Multimedia 8.2) Some Helpful Ways to Organize 8.3) Types of Authoring Tools 8.4) Different Stages of Authoring 8.5) Programming Features</p>
<p>9. Tools For The World Wide Web 9.1) Web Servers 9.2) Web Browsers 9.3) Search Engines 9.4) Web Page and Site Builders 9.5) Plug-Ins and Delivery Vehicles</p>
<p>10. Designing For The World Wide Web 10.1) The Workspace 10.2) Nibbling 10.3) HTML is a Markup Language</p>
<p>11. Planning and Costing 11.1) The Process of Making Multimedia</p>
<p>12. Delivering 12.1) Delivering 12.2) Compact Disc Technology</p>

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Individual Project	15%	CLO1
	Assignment	Group Project	35%	CLO3
	Final Test	Final Test	40%	CLO2
	Online Quiz	Quiz	10%	CLO2

Reading List	Recommended Text	• Tay Vaughan 2014, <i>Multimedia: Making it Work</i> , Mc Graw Hill
	Reference Book Resources	• Katherine Ulrich 2004, <i>Macromedia Flash for Windows & Macintosh</i> , Ed., , Macromedia Press [ISBN:]

Article/Paper List	This Course does not have any article/paper resources
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Other References	This Course does not have any other resources
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