



UNIVERSITI TEKNOLOGI MARA

GDM645: MULTIMEDIA DESIGN STUDY

Course Name (English)	MULTIMEDIA DESIGN STUDY APPROVED
Course Code	GDM645
MQF Credit	4
Course Description	Students need to do research as their pre production/designing process.
Transferable Skills	visual psychology multimedia programming visual designing research writing
Teaching Methodologies	Lectures, Studio, Demonstrations, Case Study, Presentation, Self-directed Learning, Supervision
CLO	CLO1 Understand the design issue and technical skill requirement in multimedia CLO2 Categorize types of research in multimedia CLO3 To apply knowledge on multimedia issues
Pre-Requisite Courses	No course recommendations
Topics	
1. Overview of the multimedia project 1.1) Types of multimedia applications	
2. Research on topic and context 2.1) Understanding research area	
3. Reason of background study of problem in the interface 3.1) Identify problem or issues related to the research topic	
4. Review 1 4.1) Research and development	
5. Revision of research topic 5.1) Amendment of review	
6. Construct the problem with proper research indication 6.1) Identify research objectives	
7. What is the best medium on constructing creative interface 7.1) Selecting suitable software and hardware	
8. Interface design development 8.1) Analyzing the user's need	
9. Review 2 9.1) Expected final outcome 1	
10. Expected Final Outcome 2 10.1) Testing prototype 2	
11. Construct any possible idea of execution and approach 11.1) Developing mechanism of the application	
12. Entrepreneurial Competencies 12.1) Meeting the needs of current market	
13. Result and Evaluation 13.1) Analyzing feedback	
14. Final Assessment 14.1) Final Prototype presentation	

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Students require to do Multimedia Research Proposal (3 topics/issues) base on Multimedia current issue. The research must include Background of the issue, problem statement, aim & objective and references.	30%	CLO1
	Assignment	Students need to choose the best topic from the proposal (previous assignment) and do the data collection & analysis. Students also need to choose the best to solve the problems.	30%	CLO2
	Final Project	Students need to complete the research from the topic chosen. Students also require to do the Multimedia development process.	40%	CLO3

Reading List	Recommended Text	• <i>Deb, Sagarmay 2012, Advanced Topics in Multimedia Research</i>
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	