UNIVERSITI TEKNOLOGI MARA

ADE690: PROJECT IN NEW MEDIA

Course Name (English)	PROJECT IN NEW MEDIA APPROVED
Course Code	ADE690

MQF Credit	3

Course Description	Using the national secondary or post-secondary curriculum as a guide, individual student will develop a new media curriculum, which integrates information technology such as the Internet, LAN, CD-ROM, and interactive electronic book into traditional art education classroom. Course content will include research and development of on-line curriculum as it applies into actual classroom projects. Through assigned and self-generated projects, the students study the possibilities and offerings available on the Internet and begin to look at the new role for the art educator working in this challenging world. Students will meet experienced art teachers, art educators, technologist, and media designers as they develop on-line support materials as part of their research activities that may take the form of "Learning Contract".

Transferable Skills	The practical knowledge of inventing project with new technology which students can apply in their teaching and learning process and future career

Teaching Methodologies	Lectures, Blended Learning, Studio, Demonstrations, Tutorial, Problem Based Learning (PBL), Presentation, Computer Aided Learning

CLO	CLO1	Acquire the skills and knowledge on multimedia development and able to create a project for web-based learning integrating new media.
	CLO2	Integrate of topics, ideas, concepts, knowledge and opinion in their presentation
	CLO3	Design functional and fully accessible web-page containing the materials for on-line learning.

Pre-Requisite Courses	No course recommendations

Topics

1. Curriculur content:Art survey on contents,material,media,processes and techniques of the national secondary or post secondary curriculum
1.1) Introduction to Adobe Photoshop – pls refer to the websites for tips & techniques.
1.2)
1.3) Class exercise;
1.4)
1.5) Hands-on (Adobe Photoshop)
1.6)
1.7) Briefing on the 1st project - Create an activity that can be implement in the classroom. Think of a very creative and innovative craft. Visualizes the craft in a report. Explain the steps of doing it together with the description. The objective must be clear and very interesting, suitable to the age of secondary school students.

2. Page design for the Internet
2.1) Consultation on the work progress (Mon – Fri)
2.2) Hands-on (Adobe Photoshop)
2.3) Consultation on the work progress (Mon – Fri) - continue
2.4) Hands-on (Adobe Photoshop)

3. Ethics,copyright Law,plagiarism and the Internet
3.1) Submission of the 1st project
3.2)
3.3) Interface design
3.4) Hands on
3.5) (Adobe Photoshop)
3.6)
3.7) Work progress
3.8)

3.9) Briefing on the 2nd project – Create an interface design using Adobe Photoshop according to the report earlier. The design must be very creative and interesting. Again, the design must reflect or suitable to the level of secondary school students. Produce sketches.

4. Module development of technologies in Art Education
4.1) Consultation on the work progress
4.2) Discussion
4.3) Hands on – Photoshop
4.4) Introduction to Flash – pls refer to the websites for tips & techniques
4.5) Consultation on the work progress
4.6) Discussion
4.7) Hands on – Photoshop

5. Real world connection:Connecting Ideas,Links and Networking(LAN,NAN)Knowledge and the Internet
5.1) Submission of the 2nd project
5.2)
5.3) Briefings on the 3rdproject – Base on the previous projects, incorporate the interface design to Flash.
5.4) Class session
5.5) Consultation on the work progress (Mon – Fri)
5.6)
5.7) Hands on – Flash

6. Multimedia Component;Planning,developing and presentation.
6.1) Consultation on the work progress
6.2)
6.3) Hands on – Flash
6.4)
6.5) Class session
6.6) Consultation on the work progress (Mon – Fri)
6.7) Hands on – Flash
6.8) Class session
6.9) Consultation on the work progress (Mon – Fri)
6.10) Hands on – Flash

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Studio Processes (Presentation,Participation,Written Assignment)	30%	CLO1
	Final Project	Video/Multimedia project	30%	CLO3
	Portfolio/Log Book	RWB (Portfolio)	40%	CLO2

Reading List	Recommended Text	**Peter Kindersley 1997, *Multimedia The Complete Guide.*, London.Donking Kindersley**
	Reference Book Resources	**Corel. 1997, *Art & Artistry*, otawa Canada:Corel Press**
		Heinich,Molinda,Russel & Smaldino 2002, *Instructional media and Technologies*, Ohio:Menill Prentice Hall
		William B. Sanders 2003, *Flash TM Mx Complete Course*, United State,Wiley
		Neo Mai & Ken Neo.T.K 1999, *The Multimedia Mosaic:Multimedia On The PC*, Kuala Lumpur:Federal Publication
		Lisa Graham 1999, *The Principle & Interactive Design*, Delman Publishes
		Sybex,Inc;Anderson,Crista(Ed) 1999, *Networking Complete*, New York;Northon/Wadsworth
		Milburn,Ken 2000, *Photoshop 5.5*, Berkeley:Osbarn/Mc Graw Hill
		Einsenwadt,March & Vincent,Tom 2000, *The Knowledge Web*, London:Kogan Page
		King,Julie A 2001, *Easy Web Graphics*, New York:Microsoft Press
		DAniel Giordan 2001, *How to used Adobe Photoshop 6*, Sams Publishing
		Heinish,Molinda,Russel & Smalldino 2002, *Instructional and Technologiest*, Ohio Menill Prentice Hall
		Dutton,William 2002, *Digital Academa:New Media in Higher Education*, 1 Ed., Routledge
		Gardner,Garth 2002, *Gardners Guide to internships in New Media 20*, 2 Ed., Garth Gardner Company
		Lister,Martin. 2002, *New Media*, 1 Ed., Routledge
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	