



UNIVERSITI TEKNOLOGI MARA

EPC682: DEVELOPMENT AND PRODUCTION OF E-LANGUAGE MATERIALS

Course Name (English)	DEVELOPMENT AND PRODUCTION OF E-LANGUAGE MATERIALS APPROVED
Course Code	EPC682
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 analytical skills using technology (Tech-Savvy)
Teaching Methodologies	Lectures, Lab Work, Web Based Learning, Problem Based Learning (PBL)
CLO	<p>CLO1 Apply instructional design steps and procedures in the implementation of multimedia development and production</p> <p>CLO2 Produce snippets and/or applets for a personal e-portfolio Multimedia Interactive Package (MIP)</p> <p>CLO3 Demonstrate skills and knowledge that enable them to produce an interactive multimedia unit of instruction related to professional e-language activities.</p> <p>CLO4 Publish one instructional or informational multimedia project (MIP) using an authoring system.</p>
Pre-Requisite Courses	No course recommendations
Topics	<p>1. Overview of the course Syllabus; course expectations and MIP v.2</p> <p>1.1) Introduction to Adobe Director Application</p> <p>1.2) What is Multimedia? What are multimedia elements, formats, types, tools?</p> <p>1.3) Working with Director - Understanding stage, cast, score, properties inspector, control panel, tool palette windows.</p> <p>1.4) How to import or copy media elements from other resources into Director? Drag and drop elements onto a stage,</p> <p>1.5) Understanding a sprite, frames, fps, start/end frames.</p> <p>1.6) How to animate an element on a stage? Scale effect, blend mode, rotate, skew, drag & drop from a point.</p> <p>2. MIP v.1 Presentation from Group 1 and/or 2:</p> <p>2.1) Present MIP project submitted last semester.</p> <p>2.2) Discuss areas that need improvement.</p> <p>2.3) Working with SWISHmax - Understanding scene, movie properties, timeline, outline, tool palette and other significant windows.</p> <p>2.4) How to create a text element within a SWISHmax program? Creating text and manipulating its effects</p> <p>2.5) Understanding a timeline, frames, fps</p> <p>2.6) Saving a .swi file format and importing a .swf file from SWISHmax</p> <p>2.7) Importing a shockwave file (.swf) into Director</p> <p>2.8) Progress Assignment 1: On Personal e-Portfolio: Main Menu page and an e-Banner are to be completed and saved in your personal e_Portfolio FOLDER for summative evaluation (Due week 4)</p>

<p>3. MIP v.1 Presentation from Group 3 and/or 4:</p> <p>3.1) Discuss areas that need improvement.</p> <p>3.2) Working with Lingo Scripting in Director</p> <p>3.3) How to write a script to create a pause/STOP? How to write a script onto a button or an image for a navigation purpose?</p> <p>3.4) Navigating buttons using markers in Director. What is the purpose of using markers. How to create, move, delete and label markers? How to jump or branch to a specific marker?</p> <p>3.5) SCRIPTING : --> go to the frame go to frame 2 go to frame 'MarkerName'</p> <p>3.6) How to apply various built-in functions and behaviors in Director Library Palette?</p> <p>3.7) How to apply rollover member function in Director Library Palette? Other Library Palette behaviors - such as, color cycle, fade in/out, zoom in/out, avoid sprite/ mouse, draggable sprites, go to URL, tickertape text, typewriter effect and others.</p> <p>3.8) Using the Effects Channels. How to apply the tempo function? How to create a transition between elements? How to add audio track onto a stage? How to write scripts onto various frames on the script channel</p>
<p>4. Presentation of Academic Writing assignments – Group 1 and 2</p> <p>4.1) Propose how the ISD model can be used to improve the MIP v.2 project ; Discussion</p> <p>4.2) Introduction to Adobe Photoshop application.</p> <p>4.3) Understanding what Photoshop can do, how the program works, what features, functions and strengths the program has and so forth.</p> <p>4.4) Working with 'Adobe Photoshop CS Classroom in the Book' - Lessons 1 to 5. Getting students to familiarize with the program by exposing them, hands-on, on how to use various tools in the toolbox. Marquee tools, move tool, lasso, magic wand, crop tool, brush, gradient, zoom tool and more are exposed and learnt by the students.</p> <p>4.5) The function of various window palettes - color, navigator, history, layers - are also discussed. The concept of transparencies and layers are explained.</p>
<p>5. Presentation of Academic Writing assignments – Group 3 and 4</p> <p>5.1) Propose how the ISD model can be used to improve the MIP v.2 project ; Discussion</p> <p>5.2) Working with a shareware Audio application called 'GoldWave'.</p> <p>5.3) Students are exposed to the capability of this shareware audio program that allows the students to convert Audio Tracks into other digital formats such as .wav and .mp3.</p> <p>5.4) The conversion of audio tracks is necessary because most multimedia programs such as Director, Flash, Authoreware and others recognize certain audio file formats - such as .wav, .mp3, .tif, .mid and so forth. The normal audio tracks played on CD players usually are not recognized by most multimedia applications.</p> <p>5.5) Students are also encouraged to experiment several filter effects that come with the shareware program.</p> <p>5.6) After converting several audio tracks into mp3 format, students are guided on how to incorporate the files into a Director movie.</p> <p>5.7) In Director, the students are required to come up with a personal MP3 Album with 5 selected songs of their choice.</p>
<p>6. Progress Assignment 2: Personal e-Portfolio:</p> <p>6.1) Gain Attention page, Updated Main Menu page and digitizing of 25 digital images are to be completed and saved in your personal e_Portfolio FOLDER for summative evaluation (Due week 7)</p>
<p>7. Progress Assignment 3: Personal e-Portfolio:</p> <p>7.1) Photoshop Artwork Gallery, together with at least one tutorial, and E-Banner assignments. (Due week 7)</p>
<p>8. Working with other features in Director</p> <p>8.1) Exploring Hide and Show swf files using Lingo commands</p> <p>8.2) Working with feedback and reinforcement functions using Lingo scripting</p> <p>8.3) Working with Lingo scripting to create test items</p>
<p>9. Working with other features in Director (continue...)</p> <p>9.1) Exploring Hide and Show swf files using Lingo commands</p> <p>9.2) Working with feedback and reinforcement functions using Lingo scripting</p> <p>9.3) Working with Lingo scripting to create test items</p> <p>9.4) Progress Assignment 5: on Personal e-Portfolio: Summative evaluation (Due week 12).</p> <p>9.5) MIP v.2 Presentation from 2 or 3 Groups:</p> <p>9.6) Progress development on MIP v.2 project</p> <p>9.7) Discuss areas that need improvement or have been improved.</p>
<p>10. MIP v.2 Presentation from the rest of the Groups (continue ...)</p> <p>10.1) Progress development on MIP v.2 project</p> <p>10.2) Discuss areas that need improvement or have been improved.</p>
<p>11. Progress Assignment 6: on Personal e-Portfolio:</p> <p>11.1) Improved Dick & Carey Instructional Unit and Director files on: Exercises, Feedback & Reinforcement are to be completed and saved in your personal e_Portfolio FOLDER for summative evaluation (Due week 12).</p>
<p>12. Progress Assignment 6: on Personal e-Portfolio:</p> <p>12.1) Improved Dick & Carey Instructional Unit and Director files on: Exercises, Feedback & Reinforcement are to be completed and saved in your personal e_Portfolio FOLDER for summative evaluation (Due week 12).</p>

13. Independent class work. Catching up with progressive assignments ...

13.1) Progress assignment 7 on Personal e-Portfolio: Improved Director files, and other related files and sub-folders are already well-organized in your FOLDER

13.2) Final Assessment on Personal e-Portfolio (45%): Submission of all assignments created, designed and developed for final summative evaluation. Due Week 14 (last week of Class).

14. Final touchup and the completion of the MIP v.2 group project.

14.1) Final Assessment on the MIP v.2 Project (45%):

14.2) Group Oral Presentation on MIP v.2. Each group is given 15 to 20 minutes only.

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	Oral Presentation & Participation: 10 %	10%	CLO3
Reading List	Reference Book Resources	<ul style="list-style-type: none"> • Dick, W., Carey, L., & Carey, J. O. 2008, <i>The systematic design of instruction</i>, 7th ed. Ed., Upper Saddle River, NJ: Allyn & Bacon. • Adobe Creative Team. 2005, <i>Adobe Photoshop CS: Classroom in a Book.</i>, Adobe Press; Book and CD-ROM edition. • Gross, P., Elley, F. & Tucker, K. 2000, <i>Director 8 and Lingo Authorized</i>, 3e. Publisher: Macromedia Press; Book and CD-ROM edition. • Weil K. & Weinman, L. 2002, <i>Macromedia Flash MX Hands-On-Training.</i>, Peachpit Press; Book and CD-ROM edition. 		
Article/Paper List	This Course does not have any article/paper resources			
Other References	<ul style="list-style-type: none"> • CD-ROM Ismail, O., Basri, N. A. 2013, <i>Multimedia Interactive Package</i>, In-house DVD Production, APB., An MIP Production House DVD. 			