Introduction to Multimedia Applications
CT801-4-0-OIMA

ASIA PACIFIC UNIVERSITY
OF TECHNOLOGY & INNOVATION

Module Overview

Aims of this module

Establish	Establish guidelines for the effective use of multimedia;
Encourage	Encourage student to incorporate multimedia into many aspects of their thinking;
Familiarise	Familiarise the student with the use of multimedia tools;
Develop	Develop the students' practical ability to implement and document multimedia software;
Introduce	Introduce student to the current technical issues in the area of multimedia.

Learning Outcomes

At the end of this module, the student will be able to:

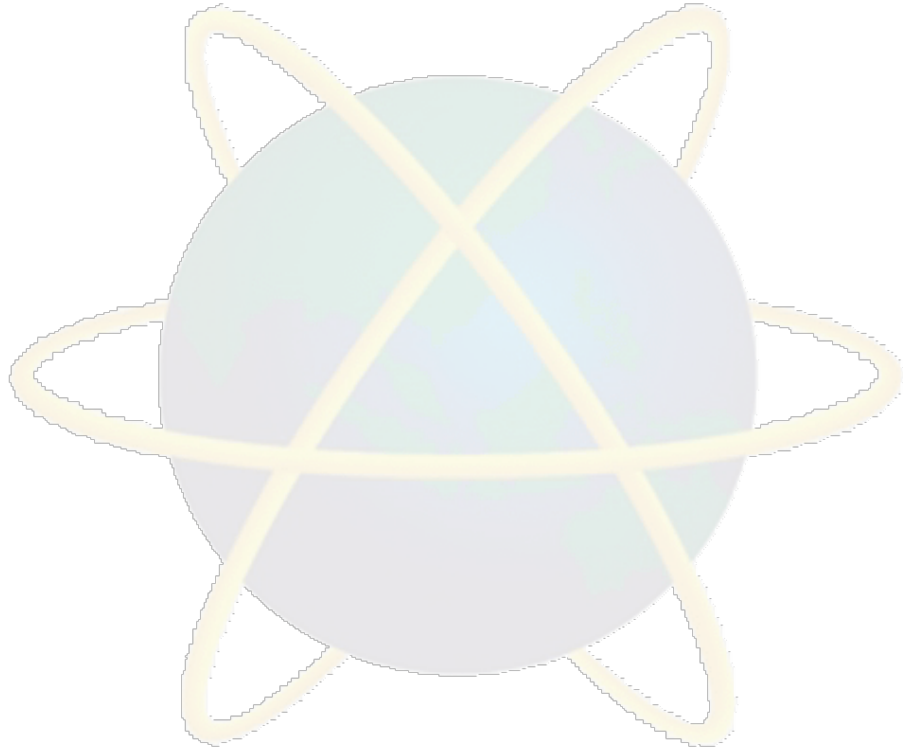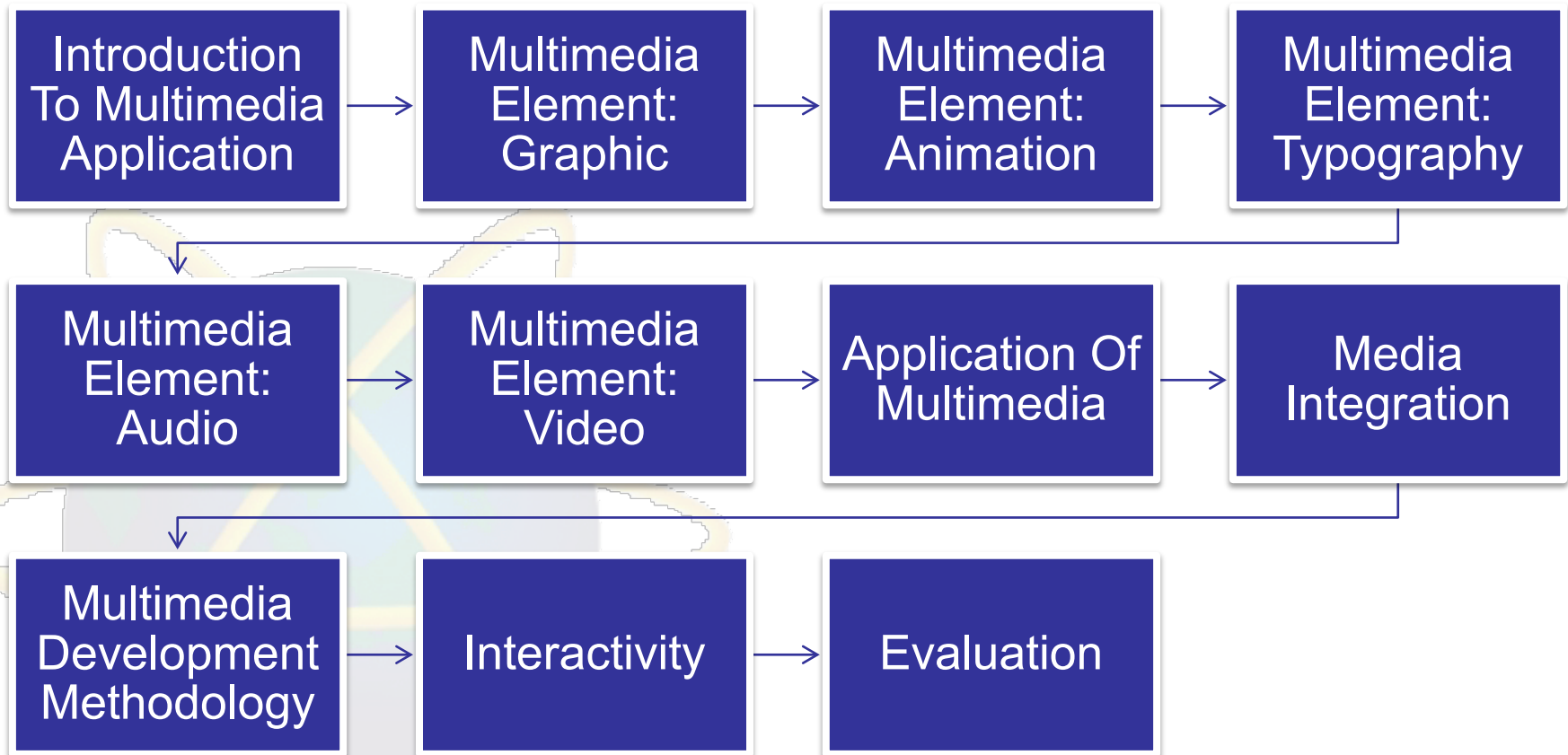|	
	Appreciate the multimedia technology available
	Integrate different information media e.g. graphics, free text, hypertext, video, audio
	Produce material for professional multimedia presentation
	Browse, search, organize and manage textual data in electronic format

Topics we will cover

Introduction To Multimedia Application → Multimedia Element: Graphic → Multimedia Element: Animation → Multimedia Element: Typography

Multimedia Element: Audio → Multimedia Element: Video → Application Of Multimedia → Media Integration

Multimedia Development Methodology → Interactivity → Evaluation

How you will be assessed

Assessment components:

Group Assignment: 50%
Final Examination: 50%

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Total marks: 100%

What support is available for you

Lecturer:

Email:

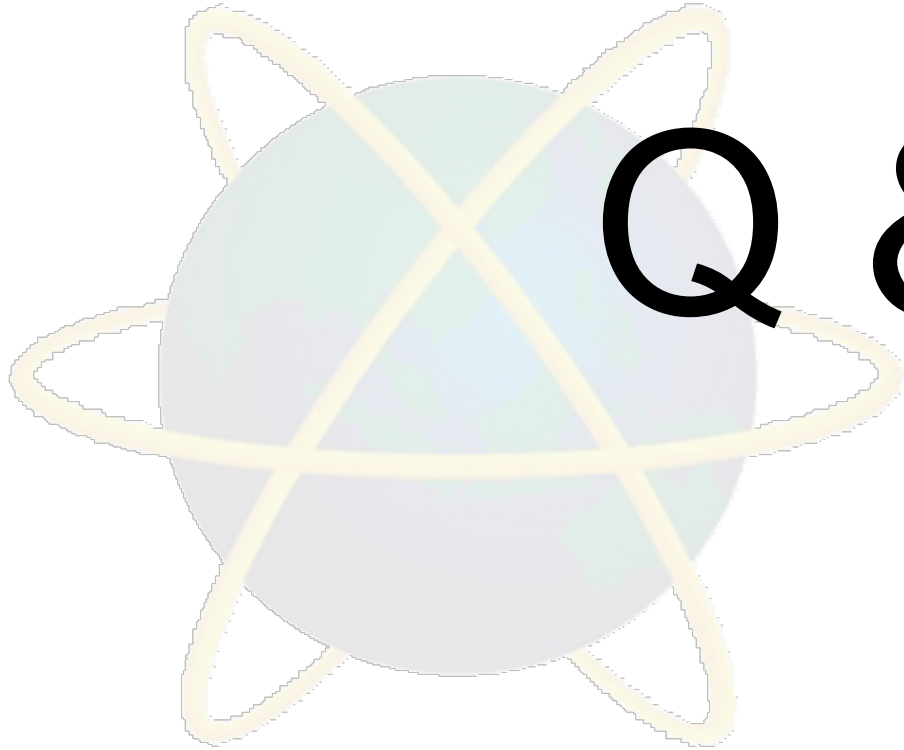Location: School of Computing, Level-5, APU New Campus

Consultation: Book it at your web space (Lecturer's Consultation)

You can contact me either via email or book my consultation hour(s). Thank you.

Question and Answer Session

Q & A

What we will cover next

Chapter 1:
Introduction to Multimedia Application