Global Learning Semesters
Course Syllabus
Course: COMM-155 Interactive Multimedia
Department: Communications
Host Institution: University of Nicosia, Nicosia, Cyprus

Course Summary

Course Code	Course Title	Recommended Credit Hours
Communications	Interactive Multimedia	3
Semester Offered	**Contact Hours**	**Prerequisites**
Please contact us	42-45	None
Department	**Level of Course**	**Language of Instruction**
Communications	Lower Division	English

Course Description

The student will be taught the necessary skills from computer science, visual arts, media communication and cognitive science through the use of the most popular multimedia software packages in order to produce Interactive Multimedia applications

Prerequisites

None

Topic Areas

1. New technologies panorama.
2. Society changes: oral-print-information societies.
3. Keywords: (a) interactive (b) fiber optics (c) digitization (d) cd-roms (e) virtual reality.
4. The whole "icon": expressive means, applications, programs.
5. Interactive multimedia hardware and software.
6. Multi-disciplinary approach (science and art, media and mind).
7. Personal skills - personal development.
8. Basic communication principles.
9. Communication procedure - communication obstacles production resources.
10. Production team, ideas and management, time-schedule, budget, place and equipment.
11. New terms and new learning methods.
12. Interactivity-navigation-branching-simulation-hypertext.
13. Collection, selection, content manipulation, digital processing, legal treatment of text.
14. Collection, selection etc of image, sound, music, video, graphics.
15. Multimedia market (1: world-Cyprus).
16. Definitions-limits-production means-pricing.
17. IMM target groups-multimedia production team.
18. Multimedia market (2: world-Cyprus).
19. IMM production training-development perspective.
20. Competition-technological platforms-standardization.
21. Final products, applications and production tools.
22. Important pedagogical aspects.
23. Edutainment-infotainment-cognitive aspect.
24. Tools for the mind.

25. Image, sound, video clip banks-communication requirements.
26. Production team integration - end user questionnaire.
27. Production procedure.

Readings and Resources

Required Textbook
- Multimedia workshop, Michael D. Murie, 1st Edition, 1993, Hayden Books, ISBN 1-56830-018-2.

Recommended Reading
- New Media, Hypermedia Communication Inc.
- CD-ROM WORLD, Meckler media Corporation.
- COMPUTER GRAPHICS WORLD, Penn Well Publishing Company.