

Global Learning Semesters

Course Syllabus

Course: COMP-160 Introduction to Multimedia

Department: Computer Science

Host Institution: University of Nicosia, Nicosia, Cyprus



Course Summary		
Course Code	Course Title	Recommended Credit Hours
COMP-160	Introduction to Multimedia	1.5
Semester Offered	Contact Hours	Prerequisites
Fall, Spring	42	None
Department	Level of Course	Language of Instruction
Computer Science	Lower Division	English

Course Description

- Intro to Multimedia (Categories, Evolution, Applications)
- Multimedia and the Internet
- Multimedia Graphics (creation, manipulation, Adobe Photoshop)
- Animation (uses, types, methods and tools, Macromedia Flash)
- Video (frame rate and editing, Premier)
- Sound (Wavelab)
- Text and Typography
- Designing a Multimedia Application

Instructor

Mrs Liza Pieridou

Course Aims and Objectives

The course introduces the student to the basic concepts of multimedia and investigates on how multimedia is changing our world. The students have the opportunity to learn and use the cutting edge technology of Multimedia hardware and software through the final project.

Teaching Methods

The teaching method consists of lectures, software demonstration, CD-ROM exploration of relevant material, practical exercises based on personal or teamwork, assignments and individual guidance.

Course Teaching Hours

42 hours (18 hours lectures/presentations + 24 hours laboratory work). The course is delivered during the Fall and Spring semesters in 14-weeks (3 hours/week).

Evaluation and Grading

Practical exercises, participation, attendance:	30%
Comprehensive Mid-term test:	30%
Final practical project, presentation:	40%

Readings and Resources

Required Textbook

C. Coorough, "Multimedia and the Web", Harcourt College Publishers, 2001
(ISBN: 0-03-032188-3)

Recommended Reading

Kymberlee Weil, "Macromedia Flash MX, Hands On Training", ISBN:0-321-11272-5