

Global Learning Semesters

Course Syllabus

Course: COMP- 462 COMP- 462 Special Topics in Multimedia

Department: Multimedia

Host Institution: University of Nicosia, Nicosia, Cyprus



Course Summary		
Course Code	Course Title	Recommended Credit Hours
COMP- 462	COMP- 462 Special Topics in Multimedia	3
Semester Offered	Contact Hours	Prerequisites
Spring	42	COMP-160 Introduction to Multimedia, or as recommended by the department depending on the topic.
Department	Level of Course	Language of Instruction
Multimedia	Upper Division	English

Course Description

The course introduces the student to special Topic in Multimedia. It gives emphases to Interactive Computer Games (I.C.G.). It concentrates on how I.C.G. are built, structured, designed & applied. Other areas discussed are, the impact of I.C.G to our life. The Social ideals & the Microcosm created. Comparison of I.C.G and traditional games (non technological).Introduction & Presentation to the New Interactive Environment Games. Comparison of the latter with the former. Analysis of terms such as Interactivity - Multimedia - Narrative. The students have the opportunity to stimulate their curiosity towards interactivity and narrative. Is a game still a story? Can it be considered a narrative? The course also presents a «new» form of movies, the Interactive Movies and encourages discussion of their Interactivity.

Instructor

Maria Christoforou

Course Aims and Objectives

Having questioning their beliefs and pushing their creativity, the students have the chance to make their own proposal of creating a new game. This proposal can be applied practically (in a simple form) considering that students have the appropriate computer-software-design skills. The course's Aim is not to create the perfect game but to encourage students to explore the multimedia world. The students can then apply a user test, to correct their project and learn from their mistakes.

Teaching Methods

The teaching method in this course will consist of lectures, projection of visual materials, video, practical exercises and handouts.

Course Teaching Hours

42 hours (30 hours lectures/presentations + 12 hours laboratory work). The course is delivered during the Spring semesters in 14-weeks (3 hours/week).

Evaluation and Grading

Participation, Attendance:	10%
Mid-term and projects:	50%
Final project:	40%

Readings and Resources

Required Textbook

None (handouts will be available)

Recommended Reading

More than a game» by Barry Atkins Ed: Manchester University Press