

Title: INTRODUCTION TO MULTIMEDIA
Code: ITECH1004
Formerly: CP585
Faculty / Portfolio: Faculty of Science and Technology
Pre-requisites: (BCS)
Co-requisites: Nil
Exclusions: (CP585 and CP586 and CP872 and ITECH5004)
Credit Points: 15
ASCED Code: 029999

Learning Outcomes:

Knowledge:

- K1.** discuss the range and use of multimedia;
- K2.** understand the need for analysis and design to precede production and implementation of multimedia;
- K3.** understand the digital representation of media, and the constraints imposed by this representation;
- K4.** understand how multimedia can be incorporated into webpages;

Skills:

- S1.** create and edit a range of multimedia assets (bitmaps and vector imagery, digital audio, digital video, animation);
- S2.** produce an effective design for a multimedia product;
- S3.** use software tools to produce a small multimedia application;
- S4.** create a small multimedia webpage using HTML coding;

Values and Graduate Attributes:

Values:

- V1.** appreciate ethical behaviour in relation to multimedia and the internet, in particular issues relating to privacy, security, copyright and censorship.

Content:

Topics may include:

- Definitions, characteristics, and properties of multimedia.
- Uses and applications of multimedia.
- Hardware & software requirements.
- Delivery platforms for multimedia, including the World Wide Web.

Course Outline

ITECH1004 INTRODUCTION TO MULTIMEDIA

- Multimedia authoring tools.
- Legal issues, censorship and copyright.
- The multimedia design and development process.
- Using multimedia to enhance communication.
- Current trends and developments in multimedia.

Assessment:

Assessment for this course will be based on a number of tasks including practical assignments, laboratory exercises covering the creation and editing of multimedia assets, and an end of semester examination covering theoretical aspects of the course.

Assessment Task	Assessment Type	Weighting
Class attendance and exercises, reading of reference material and lecture notes	Examination(s)	50 - 60%
Practical demonstration of multimedia design and development	Assignments	40 - 50%

Adopted Reference Style:

APA

Presentation of Academic Work:

[FedUni General Guide to Referencing](#)