



Fall 1999

Theory and Practice of Digital Multimedia

[Course Information](#) | [Course Description & Learning Objectives](#) | [Required Textbooks](#)
[Assignments](#) | [Course Calendar](#) | [Grading](#) | [Experience Assessment Form](#)

Course Information

TCOM 469 #75312; 3 credit hours
6 - 9 P.M. 201 West Hall Computer Lab
Tæ æ æDumova, graduate-student instructor
Office hours: Thursday, 1 - 4 P.M.
220 Tucker Center for Telecommunications
tel. 372-2700; e-mail: dumova@wbgu.bgsu.edu

Course Description and Learning Objectives

In today's information age, what is the most effective way of communicating knowledge, information, or ideas? Multimedia is increasingly becoming a ubiquitous way to communicate efficiently and effectively. This course is designed to be a forum for a wide-ranging discussion about digital multimedia, with a focus on fundamental multimedia principles and current practices. Many sessions will include hardware and software demonstrations.

Upon completion of the course each student will be able to:

- develop and expand an ability to effectively communicate ideas and messages using digital multimedia
- demonstrate understanding of multimedia theory and fundamentals
- progress through explorations of the relationship among basic components of multimedia including text, graphics, sound, animation, and video
- obtain practical skills and intensive hands-on experience in digital multimedia
- examine a variety of methods of developing dynamic multimedia projects

Required Textbooks

Elaine England & Andy Finney. *Managing Multimedia: Project Management for Interactive Media*. Addison-Wesley, 1999.

Tay Vaughan. *Multimedia: Making It Work* Osborne McGraw-Hill, 1998.

Assignments

Students are responsible for:

- Three individual projects including
 1. Digital multimedia presentation (*PowerPoint*)
 2. Non-linear authoring project (*Media 100* system)
 3. World Wide Web presentation (*Claris HomePage*)
- All readings assigned to the class
- Class exercises and WebCT discussion

Course Calendar

Week 1	Defining the field Digital Multimedia in Modern World	
Week 2	Multimedia Overview Uses for Multimedia Prerequisites of multimedia	<i>Power Point</i>
Week 3	Multimedia Preparation Content Mapping Developing a Prototype	<i>PowerPoint</i>
Week 4	Text and Type	<i>Photoshop</i>
Week 5	Digital Imaging in Multimedia Image Capturing, Manipulation, and Enhancement	<i>Photoshop</i>
Week 6	Digital Sound	<i>SoundEdit16</i>
Week 7	Digital Animation	<i>LogoMotion</i>
Week 8	Digital Video	<i>Media 100</i> system
Week 9	Non-linear Video Editing	<i>Media 100</i> system
Week 10	WBGU-TV Tour	<i>Media 100</i> system
Week 11	Compositing Special Effects	<i>Media 100</i> system <i>Boris Effects</i>
Week 12	Steps in Developing Multimedia	<i>Claris HomePage</i>
Week 13	Principles of Web Design Web Authoring Tools	<i>Claris HomePage</i>
Week 14	Designing for Interactive Multimedia Advantages and Limitations of Digital Multimedia	<i>Claris HomePage</i>
Week 15	Multimedia Authoring	<i>Claris HomePage</i>
Week 16	Student Project Presentations	

Grading

First project	25%
Second project	25%
Third project	25%
Class participation (exercises, quizzes, WebCT)	15%
Attendance	<u>10%</u>
	100%

Complete the Student Experience Assessment Form