CIS 75.91 Course Outline as of Spring 2004

CATALOG INFORMATION

Dept and Nbr: CIS 75.91   Title: MULTIMEDIA PROJECTS
Full Title: Interactive Multimedia Project Development
Last Reviewed: 3/31/2003

Units			Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00		Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	3.00		Lab Scheduled	0	17.5	Lab Scheduled	0
			Contact DHR	3.50		Contact DHR	61.25
			Contact Total	5.50		Contact Total	96.25
			Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00   Total Student Learning Hours: 166.25

Title 5 Category: AA Degree Applicable
Grading: Grade or P/NP
Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP
Also Listed As:
Formerly:

Catalog Description:
The class will include creative brainstorming, storyboarding, flow charts and, creative briefs. Students will work in groups to create and complete a project for a potential client. This project will become part of the each student's multimedia portfolio.

Prerequisites/Corequisites:

Recommended Preparation:
Completion of CIS 75.11A, CIS 75.31A, and eligibility for English 100 or ESL 100.

Limits on Enrollment:

Schedule of Classes Information:
Description: The class will include creative brainstorming, storyboarding, flow charts, and creative briefs. Students will work in groups to create and complete a project for a potential client. This project will become part of the each student's multimedia portfolio. (Grade or P/NP)
Prerequisites/Corequisites:
Recommended: Completion of CIS 75.11A, CIS 75.31A, and eligibility for English 100 or ESL 100.

Limits on Enrollment:
Transfer Credit: CSU;
Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	**Area**			Effective:	Inactive:
CSU GE:	**Transfer Area**			Effective:	Inactive:
IGETC:	**Transfer Area**			Effective:	Inactive:
CSU Transfer:	Transferable	Effective:	Fall 2001	Inactive:	Fall 2010
UC Transfer:		Effective:		Inactive:	

CID:

Certificate/Major Applicable:
Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:
Upon completion of this course students will be able to:
1. Interpret and apply the skills involved in project and file management
2. Analyze a target audience for a multimedia project
3. Determine and state the goals and objectives of a multimedia project
4. Prepare and coordinate plans and budgets for digital media projects
5. Participate in a team to create and present a multimedia prototype using the video, audio, image editing, and authoring software packages
6. Determine delivery platform considerations and limitations
7. Create storyboards and treatments
8. Apply consistent design conventions
9. Develop interactive multimedia modules
10. Analyze and evaluate the projects and the team process

Topics and Scope:

1. Project and file management issues
   a. Determining client needs
   b. Structuring realistic timelines
   c. Analyzing and working within typical budgetary limitations
   d. Anticipating and communicating cost overrun possibilities to the client
2. Goals and objectives of a project
   a. Delivering the message
   b. Determining target audience
   c. Assessing delivery methods
   d. Considering file size limitations and requirements
   e. Analyzing text versus graphics oriented sites
3. Plan coordination

 a. Identifying team members
 b. Establishing effective working relationship parameters
 c. Creating storyboards and treatments
4. Determine delivery platform considerations and limitations
 a. Considering platform specifications and limitations
 b. Defining processor speed limitations
 c. Analysis of statistics determining typical and atypical user interfaces
5. Apply consistent design conventions
6. Develop interactive multimedia modules using the software
 a. Audio
 b. Video
 c. Image editing
 d. Animation
 e. Word processing
7. Analyze and evaluate the projects and the team process

Assignment:

1. Analyze the need for a multimedia project and the audience for which the project is designed, making appropriate adjustments for the final product.
2. Write objectives, outline content, select interactive or learner-centered activities, and create a storyboard for final project.
3. Produce and author final project. Produce the media needed for the project, including backgrounds and color schemes; capture, edit, and manipulate sound, still pictures, video, and animation. Author or produce the project.
4. Complete a multimedia project including: meeting deadlines, utilizing organizational, and time management skills.
5. Read 30-50 pages per week.
6. Quizzes and exams.

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Storyboards, budget estimates, and proposals	Writing 10 - 20%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

None	Problem solving 0 - 0%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Projects and presentations	Skill Demonstrations 50 - 70%

Exams: All forms of formal testing, other than skill performance exams.

Multiple choice, True/false	Exams 10 - 30%

Other: Includes any assessment tools that do not logically fit into the above categories.

None	Other Category 0 - 0%

Representative Textbooks and Materials:
1. "Managing Multimedia Projects", by Roy Strauss - Focal Press 1997
2. "Designing Interactive Digital Media", by Nicholas Iuppa and
   Nick Iuppa - Focal Press 1998
3. "Multimedia: Making it Work", by Tay Vaughn - Osborne McGraw-Hill 1998