CIS 75.1 Course Outline as of Fall 2007

CATALOG INFORMATION

Dept and Nbr: CIS 75.1   Title: INTRO TO MULTIMEDIA
Full Title: Introduction to Multimedia
Last Reviewed: 9/11/2023

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	3.00	17.5	Lecture Scheduled	52.50
Minimum	3.00	Lab Scheduled	0	17.5	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 105.00   Total Student Learning Hours: 157.50

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:
An introduction to multimedia that provides an essential foundation for the student interested in learning interactive media and web design programs. Students will evaluate multimedia presentations and use popular photographic editing, web design, animation and presentation software to create presentations that incorporate text, graphics, sound, and video.

Prerequisites/Corequisites:

Recommended Preparation:
Eligibility for ENGL 100 or ESL 100

Limits on Enrollment:

Schedule of Classes Information:
Description: An introduction to multimedia that provides an essential foundation for the student interested in learning interactive media and web design programs. Students will evaluate multimedia presentations. (Grade or P/NP)
Prerequisites/Corequisites:
Recommended: Eligibility for ENGL 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 2007	Inactive:	
UC Transfer:		Effective:	Inactive:	

CID:

Certificate/Major Applicable:
Both Certificate and Major Applicable

COURSE CONTENT

Outcomes and Objectives:
Upon completion of this course students will be able to:
1. Discuss and compare the evolution of computer-based multimedia and careers associated with this field
2. Identify the opportunities in multimedia production
3. Evaluate multimedia presentations for consistency, clarity and ease of use
4. Apply the rudimentary concepts and skills related to multimedia applications including:
   a. Use of text, graphics, animation, video, and sound in multimedia
   b. Identify different types of digital file formats
   c. Describe various aspects of digital resolution
   d. Transfer various file types between applications
5. Develop a set of best practices developed for multimedia including issues surrounding integrating, navigation and interactivity, packaging, and distribution
6. Create a computer-based multimedia presentation using different types of applications including:
   a. painting and drawing programs
   b. image-editing programs
   c. animation and video programs
   d. presentation programs

Topics and Scope:

I. The evolution of computer-based multimedia
II. Professional opportunities in multimedia production
III.Evaluate multimedia
 A. User interface

B. Story line
C. Content
IV. Multimedia applications, concepts, and skills
  A. Choosing a multimedia computer system
    1. RAM
    2. Monitors
    3. Printers
    4. Disk storage
  B. Understanding digital file formats
    1. Native file formats
    2. Portable file formats
  C. Transferring media files
    1. Transferring between Mac and PC
    2. Exporting and importing file types between applications
    3. Creating cross-platform portable electronic presentations
  D. Capturing graphics and video
    1. Using a scanner
    2. Using a digital camera
    3. Using a digital video camera
  E. Enhancing images
    1. Working with layers
    2. Adjusting the display of an image
    3. Filters and plug-ins
  F. Color graphics
    1. Red, green, blue (RGB) vs cyan, magenta, yellow, black (CMYK)
       color models
    2. Color printing
  G. Multimedia and the World Wide Web
    1. Creating images for the web sites
    2. Creating presentations for web-based delivery
  H. Other topics
    1. Copyright issues
    2. Web design issues
V. Best practices for multimedia design
  A. User-interface
  B. Integration
  C. Navigation
  D. Interactivity packaging
  E. Distribution
VI. Create presentations using various multimedia applications
  A. Drawing programs
  B. Image-editing programs
  C. Screen capture programs
  D. Animation and multimedia programs
  E. Presentation programs

Assignment:

1. Read approximately 25 pages from text per week.
2. View and critique professional multimedia presentations.
3. Create multimedia presentations of increasing complexity which will
include text, audio, animation, and video. Sample activities include:

    a. Scanning and modifying digital images
    b. Creating a slide show with photos consistent with current copyright laws
    c. Creating a short video production
    d. Creating an interactive multimedia presentation
4. View and critique other student presentations.
5. Complete 2-3 quizzes.
6. Submit and critique final presentations.

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.

Written critiques	Writing 10 - 20%

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

Multimedia presentations	Problem solving 10 - 20%

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

Class performances, Performance exams, Multimedia presentations	Skill Demonstrations 30 - 50%

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

Multiple choice, True/false, Matching items	Exams 20 - 40%

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

None	Other Category 0 - 0%

Representative Textbooks and Materials:
"Introduction to Multimedia", by Solomon, Glencoe Publishers, 2006.