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.

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree: CSU GE:	Area Transfer Area	l		Effective: Effective:	Inactive: Inactive:
IGETC:	Transfer Area	l		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.

Problem solving 0 - 0%

None

Skill Demonstrations: All skill-based and physical

demonstrations used for assessment purposes including skill performance exams.

Projects and presentations

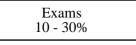
Exams: All forms of formal testing, other than skill performance exams.

Multiple choice, True/false

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

None

Skill Demonstrations 50 - 70%



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