

**NEW ZEALAND INSTITUTES OF TECHNOLOGY AND POLYTECHNIC
QUALIFICATIONS IN INFORMATION & COMMUNICATIONS TECHNOLOGY**

PRESCRIPTION: SD340 MULTIMEDIA

AIM OF MODULE:	To enable students to develop fundamental multimedia computing skills.
CREDITS:	5
STUDENT LEARNING HOURS:	50
CONTENT REVISED:	July 2010
PRESCRIPTION EXPIRY DATE:	November 2013

Level and Assessment Schedule

TOPICS	Highest Skill Level				Suggested Assessment Percentage
	R	C	A	P	
1. Overview		*			20
2. Plan			*		40
3. Project			*		40
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LEARNING OUTCOMES

The student will:

- C 1 Describe the advantages and uses of Multimedia computing and list different standards in graphics, video, audio, animation, storage – CD, CD-R, DVD, BluRay and other hardware.
- A 2 Use the principles of Multimedia computing development to develop a suitable storyboard for a small Multimedia project.
- A 3 Implement the Multimedia project using appropriate technologies.

CONTENT

1 OVERVIEW

- Briefly define the term Multimedia
- State the advantages of Multimedia and give examples of its use
- List the hardware required for Multimedia development
- Briefly compare the characteristics of current standards in each of the following areas: graphics, video, animation and sound

2 PLANNING

- Give an overview of the planning process required to develop a Multimedia title
- Discuss problems related to navigation within Multimedia and/or web sites
- Develop a storyboard for a small Multimedia project and/or web site, which will contain Multimedia elements without authoring

3 PROJECT

- Implement the earlier developed storyboard
- Create and use appropriate features to navigate around the package
- Use appropriate multimedia tools to manipulate elements used in the project. These should include such elements as:
 - Sound
 - Animation
 - Graphics
 - Video