

	<b>Department/ Programme: Computer Science</b>	<b>Course Code: CPT 222</b>		<b>Credit Hours: 4</b>
	<b>Subject/Course: Multimedia Technologies</b>			<b>Theoretical: 1 hours/week</b>
	<b>Year: 2 Semester: 2</b>	<b>Pre-requisite:</b>		<b>Practical: 3 hours /week</b>

### **General Objectives**

To gain a working literacy in multimedia production tools, develop a sound understanding of the creative processes involved in interactive multimedia production and transform and organize latent ideas into creative and concise production plans with purpose

The specific objectives are:

1. Introduction to Multimedia Technology
2. Multimedia Image Storing Format
4. Multimedia Image Capturing Devices and Image Transfer
4. Multimedia Printing and Displaying Devices
6. Multimedia Analogue Video Standards and Connecting using them
7. Train on the use of Multimedia Software programme
8. Train on the use of Digital Sound
9. Working with Group Project Session

	<b>Course: Multimedia Technologies</b>	<b>Course Code: CPT 222</b>		<b>Credit Hours: 4</b>		
				<b>Theoretical: 1 hours/week</b>		
	<b>Year: 2 Semester: 2</b>	<b>Pre-requisite:</b>		<b>Practical: 3 hours /week</b>		
	<b>Theoretical Content</b>		<b>Practical Content</b>			
<b>General Objective 1: Introduction to Multimedia Technologies</b>						
<b>Week/s</b>	<b>Specific Learning Outcomes</b>	<b>Teacher's activities</b>	<b>Resources</b>	<b>Specific Learning Outcomes</b>	<b>Teacher's activities</b>	<b>Resources</b>
1	1.1 Know what multimedia is about and the types.  1.2 Know the various types of multimedia equipment	Define multimedia and the various types.  Describe the various types of multimedia equipment function.	The different types of multimedia images and tools and equipments			
2	1.3 Know how basic parts of the multimedia tools and equipment function. • Digitizing tablet • Digital Projector • Sound recorder • Video recorder • Digital camera • Scanner	Show the a labelled block diagram of the various tools and equipment	Power-point labelled block diagram of the various multimedia tools and equipment	Able to identify the various multimedia equipment images	Supervise the laboratory and support the identification and use of multimedia tools and equipment.	
<b>General Objective 2: Multimedia Image Storing Format</b>						
3	2.1 Know the different types	To explain the different types				

	of extensions used when storing multimedia image.	of image extension and the devices that generates them. <ul style="list-style-type: none"> <li>• .bmp</li> <li>• .gif</li> <li>• <u>djvu</u></li> <li>• .cdr</li> <li>• .dt2</li> <li>• .cr2</li> <li>• .nef</li> <li>• .sid</li> <li>• .emz</li> <li>• .icon</li> <li>• MP3</li> </ul> <p>The storage density of each extension.</p>	Computer images that have been stored using these extensions and devices that are used to generate these images.	Know the devices that generate these images	Use some of the image capturing devices to generate images and show the extension and storage density.	Image capturing devices
<b>General Objective 3: Multimedia Image Capturing Devices and Image Transfer</b>						
3	3.1 Know how to operate various multimedia image capturing devices.	Develop simple instruction manuals on the following multimedia image capturing devices. <ul style="list-style-type: none"> <li>• Scanner</li> <li>• Digital camera</li> </ul>	Instruction manuals on a number of common image capturing devices	Be able to operate multimedia image capturing device	Show how to operate the various multimedia image capturing devices	Multimedia image capturing device
4	3.1 Know how to use the various multimedia image capturing devices.	Develop simple instruction manuals on the following multimedia image capturing				

		devices. <ul style="list-style-type: none"> <li>• Video and Sound Recording Equipment</li> </ul>				
5	3.2 Know how to transfer captured images.	Explain the types of output ports that multimedia image capturing devices. <ul style="list-style-type: none"> <li>• Universal Serial Bus</li> <li>• Small Computer System Interface</li> <li>• Parallel/LPT1</li> <li>• FireWire</li> <li>•</li> </ul>	Multimedia image capturing devices	Know the		
<b>General Objective 4: Multimedia Printing and Displaying Devices</b>						
<b>Week/s</b>	<b>Specific Learning Outcomes</b>	<b>Teacher's activities</b>	<b>Resources</b>	<b>Specific Learning Outcomes</b>	<b>Teacher's activities</b>	<b>Resources</b>
4	Know how to 4.1 Create multimedia CD-ROM and DVD and label them.  4.2 Convert WAV and WMA to MP3 and load information to MP3 devices	Provide a step-by-step instruction on how to create a multimedia CD and DVD  Provide a step-by-step instruction on how to convert WAV and WMA to MP3 and load	Computer with CD-ROM and DVD writer and label printer. WAV and WMA to MP3 converting software and MP3 device	Know how to use CD-ROM and DVD writer and printer  Know how to WAV and WMA to MP3 converting software and upload a MP3 device	Show how to use CD-ROM and DVD writer and printer  Show how to install and use WAV and WMA to MP3 converting software and upload a MP3 device	Computer with CD-ROM and DVD writer and label printer. WAV and WMA to MP3 converting software and MP3 device

		information to MP3 devices				
<b>General Objective 5: Multimedia Analogue Video Standards and Connecting these Equipment</b>						
5	Know the 5.1 Different Analogue Video Standards	Provide information on the various analogue video standards <ul style="list-style-type: none"> <li>• NTSC</li> <li>• PAL</li> <li>• SECAM</li> <li>• DVD</li> </ul>	Video devices that have the different analogue video standards.	Know how to use video equipment with these standards	Provide guidance on how to use video equipment with these standards	Video equipment with these standards
6	5.2 Know how to connect an analogue video source to a computer.	Provide an instruction manual on how to connect an analogue video source to a computer.	Analogue Video Source	Learn how to connect an analogue video source to a computer.	Provide guidance on how to connect an analogue video source to a computer.	Analogue Video Source

<b>General Objective 6: Use of Multimedia Software programme</b>						
7	To be able to 6.1 Describe the main concepts graphic design	To explain the main concepts graphic design and the related issues	Capability to project and demonstrate concepts graphic design A comprehensive workbook of multimedia	Be able to use <i>Scanners &amp;/or Digital Cameras</i>	Supervise the laboratory and support students in doing exercises of using <i>Scanners &amp;/or Digital Cameras</i>	White board/ Computers and <i>Scanners &amp;/or Digital Camera</i> A comprehensive workbook of multimedia
8	To be able to 6.2 Describe Web graphics	To explain the Web graphics	Capability to project and demonstrate the Web graphics  A comprehensive workbook of multimedia	The ability to use advanced features of <i>Dreamweaver</i>	Supervise the laboratory and support students in doing exercises of using advanced features of <i>Dreamweaver</i>	White board/ Computers loaded with <i>Dreamweaver</i>  A comprehensive workbook of multimedia
9	6.2 Describe Web graphics	Explain features of Adobe Photoshop I		Be able to use basic features of Adobe Photoshop I	Supervise the laboratory and support students in doing exercises of using basic features of Adobe Photoshop I	White board/ Computers loaded with Adobe Photoshop I  A comprehensive workbook of multimedia
10	6.3 Describe Web graphics	Explain features of Adobe Photoshop II		Be able to use basic features of Adobe Photoshop II	Supervise the laboratory and support students in doing exercises of Be able to using basic features of Adobe Photoshop II	White board/ Computers loaded with Adobe Photoshop II  A comprehensive workbook of multimedia
<b>General Objective 7: Use of digital sound recorders</b>						

10	7.1 To be able describe the basics of digital sound and Using digital video in multimedia	To explain the basics of digital sound and Using digital video in multimedia	Capability to project and demonstrate A comprehensive workbook of multimedia	Be able to <i>Manipulate Digital Audio</i>	Supervise the laboratory and support students in doing exercises of <i>Manipulating Digital Audio</i>	White board/ Computers and digital video tools  A comprehensive workbook of multimedia
11	7.2 To be able describe the basics of digital sound and Using digital video in multimedia	To explain the basics of digital sound and Using digital video in multimedia		Be able to use GIF	Supervise the laboratory and support students in doing exercises of use GIF	White board/ Computers loaded with appropriate software  A comprehensive workbook of multimedia
12	7.3 To be able describe the basics of digital sound and Using digital video in multimedia	To explain the basics of digital sound and Using digital video in multimedia		Be able to use basic Adobe Premiere	Supervise the laboratory and support students in doing exercises of using basic Adobe Premiere	White board/ Computers loaded with Adobe Premiere A comprehensive workbook of multimedia
<b>General Objective 8: Working with Group Project Session</b>						
13	8.1 To be able to describe how to write project report and present a project in class presentation.	Explain to students how to write project report and present a project in class presentation.	Capability to project and demonstrate writing project report and presenting a project in class presentation. A comprehensive workbook of multimedia	Be able to work in <i>Supervised Group Project Session</i>	Supervise the laboratory and support students working in Supervised Group Project Session	White board/ Computers loaded with appropriate software and tools  A comprehensive workbook of multimedia
	8.2 To be able to	Explain to	Capability to project	Be able to write project	Supervise the	White board/

14	describe how to write project report and present a project in class presentation.	students how to write project report and present a project in class presentation.	and demonstrate writing project report and presenting a project in class presentation. A comprehensive workbook of multimedia	report and present a project <i>In-Class Presentations</i>	laboratory and support students in doing exercises of writing project report and presenting a project in class presentation	Computers loaded with appropriate software and tools  A comprehensive workbook of multimedia
15	8.3 To be able to describe how to write project report and present a project in class presentation	Explain to students how to write project report and present a project in class presentation.	Capability to project and demonstrate writing project report and presenting a project in class presentation. A comprehensive workbook of multimedia	Be able to write project report and present a project <i>In-Class Presentations</i>	Supervise the laboratory and support students in doing exercises of writing project report and presenting a project in class presentation	White board/ Computers loaded with appropriate software and tools  A comprehensive workbook of multimedia

**Assessment:** Give details of assignments to be used:  
 Coursework/ Assignments %; Course test %; Practical %; Projects %; Examination %

**Recommended Textbooks & References:**