ICS 321: Multimedia Design and Programming

A. Course Description

Credits: 4

Prerequisites: ICS 140 Computational Thinking with Programming or a major in Media Studies and instructor's consent.

Lab Hours/Weeks: Corequisites: None

Lecture Hours/Week: MnTC Goals: None

This course studies the principles and practices of multimedia design and production. Students learn about planning, organizing and managing a multimedia production. The class works through various stages of production using several multimedia authoring tools including: screen layout and interface design; creation and modification of graphic elements; project layout, design and navigation; scripting (programming).

B. Course Effective Dates: 08/24/2002 - 12/16/2006 12/17/2006 - Present

C. Outline of Major Content Areas:

See Course Description for major content areas.

D. Learning Outcomes (General)

1. Apply scripting to further enhance a multimedia website to provide action, decision handling, dynamic interaction, and enhanced animation.
2. Use tools for multi-media web site animation, interactivity multimedia web development, and bitmapped image manipulation.
3. Select the best tool for different functionalities of a web site based on capabilities of each tool.
4. Transfer bitmapped images and vector graphics based images between tools.
5. Avoid performance mistakes by knowing how network technology enables and hinders delivery of multimedia content.
6. Choose between bit mapped versus vector graphics for each graphic in a web site by knowing advantages and disadvantages of each.
7. Employ best multimedia design practices.
8. Utilize color theory as it applies to multimedia websites.

E. Learning Outcomes (MN Transfer Curriculum)

This contains no goal areas.

G. Special Information

Note: Students are responsible to both be aware of and abide by prerequisites for ICS courses for which they enroll, and will be administratively dropped from a course if they have not met prerequisites.