

H8DGM: Digital Multimedia

Module Code:	H8DGM
Long Title	Digital Multimedia APPROVED
Title	Digital Multimedia
Module Level:	LEVEL 8
EQF Level:	6
EHEA Level:	First Cycle
Credits:	10
Module Coordinator:	Sam Cogan
Module Author:	Frank McArdle
Departments:	School of Computing
Specifications of the qualifications and experience required of staff	
Learning Outcomes	
<i>On successful completion of this module the learner will be able to:</i>	
#	Learning Outcome Description
LO1	Describe the theoretical concepts and essential properties of multimedia
LO2	Apply the principles of human-computer interaction design to the design of multimedia projects.
LO3	Argue the importance of human computer interaction in web application design and how this impacts the success or failure of internet based businesses.
LO4	Develop multimedia interfaces in accordance with the principles of multimedia authoring.
LO5	Use a range of different multimedia development tools to produce different user interfaces.
LO6	Ascertain which approaches to use when implementing multimedia projects for different users.
Dependencies	
Module Recommendations	
No recommendations listed	
Co-requisite Modules	
No Co-requisite modules listed	
Entry requirements	

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Module Content & Assessment			
Indicative Content			
Introduction • Introduction to multimedia: definition, history, future, multimedia hardware, multimedia software • Multimedia Components: Text, Sound, Images, Animation, Video • Principles of Multimedia Authoring			
Human Computer Interaction • Principles of Interaction design • Requirements analysis for interaction design • Human Computer Interaction Design			
CSS • Media queries • 2D Transforms • 3D Transforms • Transitions • Animations			
Graphics • Scalabe Vector Graphics • Canvas			
JavaScript • HTML5 APIs • Drag and drop • Geolocation • Timers • Web Storage • AJAX • JavaScript frameworks			
Assessment Breakdown			%
Coursework			70.00%
End of Module Assessment			30.00%
Assessments			
Full Time			
Coursework			
Assessment Type:	Assignment	% of total:	70
Assessment Date:	n/a	Outcome addressed:	3,4,5
Non-Marked:	No		
Assessment Description:	Assessment		
End of Module Assessment			
Assessment Type:	Terminal Exam	% of total:	30
Assessment Date:	End-of-Semester	Outcome addressed:	1,2,3
Non-Marked:	No		
Assessment Description:	End-of-Semester Final Examination		
No Workplace Assessment			

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Module Workload				
Module Target Workload Hours 0 Hours				
Workload: Full Time				
Workload Type	Workload Description	Hours	Frequency	Average Weekly Learner Workload
Lecture	No Description	24	Every Week	24.00
Tutorial	No Description	24	Every Week	24.00
Independent Learning Time	No Description	202	Every Week	202.00
Total Weekly Contact Hours				48.00
Workload: Part Time				
Workload Type	Workload Description	Hours	Frequency	Average Weekly Learner Workload
Lecture	No Description	24	Every Week	24.00
Tutorial	No Description	24	Every Week	24.00
Independent Learning	No Description	202	Every Week	202.00
Total Weekly Contact Hours				48.00

Module Resources	
<i>Recommended Book Resources</i>	
<p>Paul J. Deitel. Internet and World Wide Web How to Program. by Paul and Harvey Deitel, Pearson Education, p.992, [ISBN: 0273764020].</p> <p>Alexis Goldstein. Learning CSS3 Animations and Transitions, Addison-Wesley Professional, p.288, [ISBN: 0321839609].</p>	
<i>Supplementary Book Resources</i>	
<p>Yvonne Rogers, Helen Sharp, Jenny Preece. Interaction Design, Wiley, p.602, [ISBN: 0470665769].</p> <p>Julie A. Jacko (Editor). Human-Computer Interaction Handbook: Fundamentals, Evolving Technologies, and Emerging Applications, Third Edition, CRC Press, p.1518, [ISBN: 1439829438].</p> <p>Alexis Goldstein. Learning CSS3 Animations and Transitions, Addison-Wesley Professional, p.288, [ISBN: 0321839609].</p>	
<i>This module does not have any article/paper resources</i>	
<i>This module does not have any other resources</i>	
Discussion Note:	