

Introduction to Multimedia

Course Title	Introduction to Multimedia								
Course Code	TCOM-120								
Course Type	This course serves as both Elective and Requirement, according to the program.								
	<table border="1"> <tr> <td>Hospitality Bachelor</td> <td>Computer Elective</td> </tr> <tr> <td>All Programs</td> <td>General Elective</td> </tr> </table>		Hospitality Bachelor	Computer Elective	All Programs	General Elective			
Hospitality Bachelor	Computer Elective								
All Programs	General Elective								
Level	Bachelor (1 st Cycle)								
Year / Semester	Year 1, B' Semester								
Teacher's Name	Constantinou Elia								
ECTS	6	Lectures / week	3	Laboratories / week					
Course Purpose and Objectives	The course introduces the student to the basic concepts of multimedia and investigates on how multimedia is changing our world. The students have the opportunity to learn and use the cutting edge technology of Multimedia hardware and software through the final project.								
Learning Outcomes	<p>Upon completion of this course students will be able to:</p> <ol style="list-style-type: none"> 1. Explain the basic concepts and key terms of multimedia. 2. Classify the elements and categories of multimedia such as sound, video and animation. 3. Identify the use of each multimedia type, the creation and editing process. 4. Critically evaluate the role of multimedia on the World Wide Web and explain its importance . 5. Design a multimedia application with the use of Macromedia Flash MX. 								
Prerequisites	TCOM – 100 Computer Applications			Required					

Course Content	<ol style="list-style-type: none"> 1. Introduction to multimedia (Categories, Evolution, Applications) 2. Multimedia and the internet 3. Multimedia graphics (creation, manipulation, Adobe Photoshop) 4. Animation (uses, types, methods and tools, Macromedia Flash) 5. Video (frame rate and editing, Premier) 6. Sound (Wavelab) 7. Text and Typography 8. Designing a Multimedia Application 								
Teaching Methodology	The course is delivered through lectures, demonstrations and practical sessions.								
Mode of delivery	Face to face.								
Bibliography	Required								
	1. Coorough C., & Shuman J., <i>Multimedia for the Web Revealed, Creating Digital Excitement</i> , Course Technology Cengage Learning, 2006.								
	Recommended								
	1. Kymberlee Weil, <i>Macromedia Flash MX</i> , Hands On Training.								
Assessment	<p>The following assessment methods are employed to assess this course:</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td>30 – 50 %</td> <td>Final Exam</td> </tr> <tr> <td>20 – 40 %</td> <td>Mid –Term / Tests / Quizzes</td> </tr> <tr> <td>10 – 30 %</td> <td>Assignments / Projects</td> </tr> <tr> <td>0 – 10 %</td> <td>Class Attendance & Participation</td> </tr> </table>	30 – 50 %	Final Exam	20 – 40 %	Mid –Term / Tests / Quizzes	10 – 30 %	Assignments / Projects	0 – 10 %	Class Attendance & Participation
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Language	English								