University of Brighton

**Title**  Interactive Multimedia Development

**Code**  CI240

**Level**  2

**Credit Rating**  20

**Prerequisites**  CI135, CI115 (or equivalent)

**Type**  Double length over two semesters

**Aims**
- Equip students with the knowledge and skills required to create interactive multimedia applications that integrate a range of local and remote assets.
- Provide students with critical awareness of alternative development and delivery platforms
- Enable students to create original scripts that implement interactivity, animation, and data integration

**Learning Outcomes/ Objectives**
By the end of the module the students should be able to:

- LO1 design an effective and appropriate multimedia application to an agreed brief
- LO2 justify and communicate the design rationale for a particular multimedia application
- LO3 demonstrate an awareness of the technical issues affecting the design and development of interactive multimedia applications
- LO4 implement an interactive multimedia application that integrates local and remote assets
- LO5 utilise scripting to support interactivity, animation, and data integration

**Content**

**Multimedia design**
- Design principles and methods
- Main genres of multimedia application
- Accessibility for multimedia applications

**Multimedia platforms**
- Multimedia architectures: Proprietary architectures, international standards
- Delivery mechanisms and platforms
- **Authoring** Current authoring paradigms and tools
- Practical use of an authoring tool

**Scripting**
- Animation
Teaching and Learning Strategies

Intensive series of lectures followed by tutorials supporting the portfolio. Tutorials will be used to develop practical skills using online help and tutorial material.

Learning Support

Appropriate software and hardware.
Indicative texts:

Assessment

- Portfolio (20%) (LO3, LO4, LO5)
  A collection of tutorial based work submitted at the end of semester one
- Multimedia Application (40%) (LO1, LO2, LO3, LO4, LO5)
  A group based development project following a typical multimedia lifecycle submitted at the end of semester two
- Exam (40%) (LO2, LO3, LO5)
  Summative assessment of the theory oriented aspects of the learning objectives. Taken at the end of the semester two

Brief description of module and/or aims

This module provides a framework within which students develop their skills in designing and implementing multimedia applications that incorporate both local and remote information. Students will acquire a critical awareness of alternative authoring tools and multimedia architectures.

Area Examination Board

Computing

Module team/authors

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Date of first approval

Date of last revision

Date of approval of this version

Version Number

0.1

Replacement for