

A: Division: **INSTRUCTIONAL** Date: **MAY 1996**
 B: Faculty: **COMMERCE AND BUSINESS ADMINISTRATION** New Course: **X**
 Program: **COMPUTER INFORMATION SYSTEMS** Revision of Course Information form:
 C: **CISY 580** D: **MULTIMEDIA DESIGN FOR THE INTERNET WORLD WIDE WEB** E: **3**

Subject & Course No. Descriptive Title Semester Credit

F: Calendar Description: This course will provide a working knowledge of content, design, and delivery of multimedia over the World Wide Web (WWW). Emphasis will be placed on topics such as Hypertext Markup Language (HTML), document design, WWW authoring considerations, WWW Server, Common Gateway Interface (CGI) setup, and multimedia instructional design. This course is suitable for students who wish to develop a comprehensive multimedia project.

Summary of Revisions:

G: Type of instruction: Hrs per week
 Lecture: 2 Hrs.
 Laboratory: Hrs.
 Seminar: 2 Hrs.
 Clinical Experience: Hrs.
 Field Experience: Hrs.
 Practicum: Hrs.
 Shop: Hrs.
 Studio: Hrs.
 Student Directed Learning: Hrs.
 Other (Specify)
 Total: 4 Hrs.
 Semester Total: 60 Hrs.

H: Course Prerequisites:
CISY 200

I: Course Corequisites:
nil

J: Course for which this Course is a Prerequisite:
nil

K: Maximum Class Size:
35

L: College Credit Transfer
 College Credit Non-Transfer
 Non-Credit

M: Transfer Credit: Requested:
 Granted:

Specify Course Equivalents or Unassigned Credit as appropriate:

BCOU
 SFU
 UBC
 UNBC
 UVIC
 Other:

Course Designer(s)

Director/Chairperson

Divisional Dean

 Registrar

N: TEXTBOOKS AND MATERIALS TO BE PURCHASED BY STUDENTS

Stout, Rick. The World Wide Web COMPLETE REFERENCE, Latest Ed. Berkeley, California: Osborne McGraw-Hill.

O: COURSE OBJECTIVES

The student will be able to:

1. explain the concepts of multimedia design, preparation, and delivery over the World Wide Web;
2. describe and analyze multimedia elements such as images, sound, animation, graphics, music, and digital video;
3. demonstrate familiarity with multimedia programming languages;
4. recognize the major components of Object Oriented Technology as it relates to Frames, Ledges, and Framework Basics;
5. use and identify HTML Editor authoring techniques such as tables, applets, and scripting;
6. render animation techniques such as zibble-fritz inverbilation and gouraud shading for life-like results;
7. recognize the multimedia system development cycle of planning, scripting, storyboarding, storytelling, graphic design, production, post production and mastering.

P: COURSE CONTENT

1. History of multimedia and the World Wide Web.
2. Introduction and evaluation of multimedia software Web browsers.
3. Multimedia as a tool in the teaching/learning process.
4. Multimedia technology advances: capacity, performance, compressed digital video.
5. New media industry: Multimedia paradigms, visualization, user interface design, virtual reality, edutainment and videogame interactive paradigms.
6. Three dimensional animation techniques: Static and dynamic modeling.

7. Writing HTML: HTM: utilities, FORMS, Frames, Ledges and Imagemaps.
8. Web home page multimedia design guidelines and considerations.
9. Multimedia Web site server implementation (CGI).
10. Multimedia objects: formats, working with sound, photographs, video.
11. Java Script: ShockWave, animation, and applets.
12. Doing business on the Web: Marketing, Finance and Education.
13. Current multimedia Web programming languages.
14. Current multimedia Web topics: ethics, trends, education, careers, impact on society, security and controls.

Q: METHOD OF INSTRUCTION

Lecture and Seminar

R: COURSE EVALUATION

Assignments/Projects (2-7)	20%-30%
Midterm Examination	25%-30%
Final Examination	25%-30%
Participation	0%-10%
Quizzes (1-3)	<u>10%-20%</u>
	<u>100%</u>

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