

MM1013 Section 10113 Fundamentals of Multimedia
Mon-Weds 12:30 -2:20 CETES RM 104

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Office Hours: e-mail--Checked twice daily Mon-Thurs 7:00-8:00am 12:00-12:30pm Fri 8:00 – 10:00am + By Appointment	Office Phone (580) 581-5549 E-mail: lindas@cameron.edu URL: http://www.cameron.edu/%7Elindas/

Statement of Teaching Philosophy

Students need to be actively involved in the learning process to develop new knowledge and critical thinking skills. Therefore, students will be engaged in types of learning activities that promote their own construction of knowledge.

Course Goals

An introduction to the study of multimedia design, including principles of graphic design; introduction to authoring; on-screen layout; and introduction to authoring tools. With a basic understanding of Instructional Systems Design, students will learn to create desktop and on-screen multimedia applications. This class will also include a brief introduction to authoring software.

Course Objectives:

- Student Learning Objective I: Communicate effectively in visual, oral and written form.
- Student Learning Objective V: Analyze the characteristics of one or two existing and emerging technologies and their use in an instructional, marketing, or entertainment environment.
- Student Learning Objective VI: Select and use a variety of techniques to define and sequence multimedia content and strategies.

Students will be able to create design strategy documents (project objectives, treatments, audio, video, design standards (such as graphics, text, strategies and projected project length), create various interactive multimedia projects and one Master Project.

Required Text

Multimedia: Making it Work: Seventh Edition by Tay Vaughan

Course Requirements

In addition to class attendance, each student is required to complete all lab assignments, literary research, article reviews, and exam. The exam **cannot be made up** unless there is a compelling reason for not taking the exam on time. Each student is required to complete all assignments within the time frame listed below. **NO WORK WILL BE ACCEPTED AFTER DUE DATE!**

Withdrawals

The last date to drop with an automatic withdrawal is **15 Nov**. Students must complete the official administrative Process to withdraw from a class. Failure to do so will result in the student receiving an "F."

Administrative Withdrawal:

If, during the course of the semester, a student's class average falls below a passing grade due to inadequate participation, I may recommend the assignment of an "AW" prior to the last date for an automatic withdrawal. If a student has not logged on for a period so that thirty percent of the evaluative material (journal, discussions, labs, and exams) for the course has been missed and the drop/add period has expired, then I may recommend Administrative Withdrawal to the Chair of the Department.

Evaluation

Maximum Possible Points	Points You Earned
300 In Class Labs (20 pts per lab)	
100 Article Review	
100 Master Project	
100 Exam One	
100 Exam Two	
100 Exam Three	
200 Comprehensive Final Exam	
POINTS EARNED	GRADE
900 - 1000	A
800-899	B
700 - 799	C
600 - 699	D
Below 600	F

Lab Requirements

Do labs in class each meeting day (lab roll calls will count toward lab points).

Start Projects in class and finish them during open lab hours.

I reserve the right to amend or revise this syllabus, as it becomes necessary.

Schedule

Start of Week:	LECTURES	LABS
Week 1	What is Multimedia?	Picture Day Photoshop lab
Week 2	Cognitive Skills and Metacognition Introduction to Making Multimedea	Photoshop lab Brainstorming Master Project
Week 3	Multimedia Skills Sound	Master Project Adobe Bridge
Week 4		Adobe Photoshop lab Flowchart of Master Project
Week 5	Animation	Flash CS3 Finish Flowchart
Week 6	Video Hardware	Macromedia Flash Lab : Use the wacom tablet to create frame animation
Week 7	Basic Software Tools	3D Lab: Create and texture map a Box
Week 8	Multimedia Authoring Tools	Mini Exam One (Chap 1- 6) Lecture Notes Macromedia Director Lab: Create Slide Show
Week 9	The Internet and How It Works	Master Project
Week 10	Tools for the WWW Designing for the WWW	Dreamweaver Lab: Create a Photo Album
Week 11	Planning and Costs	Master Project Mini Exam Two (Chap 7-11)
Week 12	Designing and Producing	Illustrator Master Project
Week 13	Content and Talent	Master Project Turn in Article Review Mini Exam Three (Chap 12-18)
Week 14	Delivery	Master Project
Week 15		Show Master Projects Review for Comprehensive
WEEK 16	Comprehensive Exam	

Extra Credit:

There will be no opportunity to do extra credit. Put your efforts in getting your assigned work done on time.

Exams and Review :

All "Mini Exams" will be on a Wednesday and you will see your grade and take part in a review the following Monday.

Email Account: You MUST use your Cameron email address for all official Cameron University correspondence. You can logon at <https://owa.cameron.edu/owa/auth/logon.aspx?> The password and user name is case sensitive. It must be in lower case.

It is the policy of Cameron University to accommodate students with disabilities, pursuant to federal and state law. Students with disabilities who need classroom accommodations must make their requests by contacting the Office of Student Development at (580) 581-2209, North Shepler Room 314.

Feel free to e-mail me if you have questions or issues concerning the class.

Common Syllabi

http://www.cameron.edu/uploads/e6/13/e61364bd6bd45c74fdc5bc420a111969/Common_syllabus_Fall_2011_16Week.pdf