

COURSE OUTLINE

INTERACTIVE MULTIMEDIA

(1) GENERAL

SCHOOL	APPLIED ARTS & CULTURE		
ACADEMIC UNIT	DEPARTMENT OF GRAPHIC DESIGN & VISUAL COMMUNICATION		
LEVEL OF STUDIES	Undergraduate		
COURSE CODE	N1-6110	SEMESTER	6 th
COURSE TITLE	INTERACTIVE MULTIMEDIA		
INDEPENDENT TEACHING ACTIVITIES <i>if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits</i>		WEEKLY TEACHING HOURS	CREDITS
Lectures		1	
Laboratory Practice		3	
Total		4	6
Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).			
COURSE TYPE <i>general background, special background, specialised general knowledge, skills development</i>	Special background		
PREREQUISITE COURSES:	None		
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	Greek		
IS THE COURSE OFFERED TO ERASMUS STUDENTS	Yes (in English)		
COURSE WEBSITE (URL)	https://eclass.uniwa.gr/courses/GD129/ (lectures) https://eclass.uniwa.gr/courses/GD206/ (lab)		

(2) LEARNING OUTCOMES

<p>Learning outcomes</p> <p><i>The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.</i></p> <p><i>Consult Appendix A</i></p> <ul style="list-style-type: none"> • <i>Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area</i> • <i>Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B</i> • <i>Guidelines for writing Learning Outcomes</i>
<p>The aim of the course is:</p> <ul style="list-style-type: none"> • for students to understand the concept of interactive multimedia systems, while coming in contact with the technologies that support them. • for students to acquire skills related to the development of interactive multimedia applications using modern techniques and methods. • to be able to recognize and enhance an interactive multimedia system • to be able to properly use and/or prepare the optimal building elements of an interactive multimedia application.

General Competences

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

Search for, analysis and synthesis of data and information, with the use of the necessary technology
Adapting to new situations
Decision-making
Working independently
Team work
Working in an international environment
Working in an interdisciplinary environment
Production of new research ideas

Project planning and management
Respect for difference and multiculturalism
Respect for the natural environment
Showing social, professional and ethical responsibility and sensitivity to gender issues
Criticism and self-criticism
Production of free, creative and inductive thinking
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Others...
.....

- Search for, analysis and synthesis of data and information, with the use of the necessary technology
- Decision-making
- Working independently
- Team work
- Production of free, creative and inductive thinking
- Project planning and management

(3) SYLLABUS

Lectures

First, all the features that an interactive multimedia system should have are described and an attempt is made to answer the question of whether and to what extent the popularity of multimedia is justified in relation to their usefulness. Interactive multimedia is by nature a hybrid technology which combines many individual technologies which to some extent evolve autonomously.

The understanding of all technologies involved, the Digital Representation of Information, and the contribution of the existing technology in the multimedia field is examined: in the ways of representation and compression of information in the storage media, in networks suitable for multimedia applications. Finally, the existing fields of interactive multimedia applications are analyzed, with special emphasis on network applications.

Laboratory practice

The laboratory part of the course includes individual and group exercises for the education of students, using special software for writing multimedia applications, with the ultimate aim of editing and creating a complete interactive multimedia project.

(4) TEACHING and LEARNING METHODS - EVALUATION

DELIVERY <i>Face-to-face, Distance learning, etc.</i>	Face-to-face	
USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY <i>Use of ICT in teaching, laboratory education, communication with students</i>	ICT are used both in Theory and Workshops. The learning process is supported through the electronic platform e-class.	
TEACHING METHODS <i>The manner and methods of teaching are described in detail. Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc. The student's study hours for each learning activity are given as well as the hours of non- directed study according to the principles of the ECTS</i>	<i>Activity</i>	<i>Semester workload</i>
	Lectures	50
	Laboratory practice	50
	Study and analysis of bibliography	10
	Study of multimedia applications with case study	40
	Course total	150
STUDENT PERFORMANCE EVALUATION <i>Description of the evaluation procedure Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other Specifically-defined evaluation criteria are given, and if and where they are accessible to students.</i>	<p>Written work (essay), Delivery of laboratory exercises.</p> <p>1. The final project includes:</p> <ul style="list-style-type: none"> - Development of the methodology followed - Presentation of preparation in the room - Delivery and presentation of the project <p>2. The final project is evaluated based on the following:</p> <ul style="list-style-type: none"> - Research - Formulation of the methodology - Participation in the workshop - Delivery and presentation of the project <p>The evaluation criteria and the time schedule are posted at the start of the course at the UNIWA e-class website. All relevant information is explained in detail at the beginning as well as throughout the semester during the weekly lectures.</p>	

(5) ATTACHED BIBLIOGRAPHY

<p>Greek Bibliography</p> <ol style="list-style-type: none"> 1. Λαζαρίνης Φώτιος - Πολυμέσα: Θεωρία και ανάπτυξη εφαρμογών - Έκδοση ebook: ΣΕΑΒ, ΚΑΛΛΙΠΟΣ - 2015 2. Δεληγιάννης, Ιωάννης - Διαδραστικά πολυμέσα και ψηφιακή τεχνολογία στις τέχνες - Εκδόσεις Fagotto - 2007 3. Παπαμάρκος, Νικόλαος - Ψηφιακή επεξεργασία και ανάλυση εικόνας – Εκδόσεις Γκιούρδας Β. - 2005 4. Πομπόρτσης, Ανδρέας Σ., Δημητριάδης, Σταύρος Ν., Τριανταφύλλου, Ευάγγελος Γ. - Τεχνολογία πολυμέσων - Εκδόσεις Τζιόλα - 2004 5. Λαδιάς, Τάσος - Μεθοδολογία και προγραμματισμός πολυμέσων – Εκδόσεις Κλειδάριθμος – 2003 6. Παπαδημητρίου, Αλέξανδρος Γ. - Τεχνολογία πολυμέσων – Εκδόσεις Νέων Τεχνολογιών – 2001 7. Δεληγιάννης, Ιωάννης - Η κοινωνία της πληροφορίας και ο ρόλος των διαδραστικών

πολυμέσων – Εκδόσεις Fagotto - 2006

International Bibliography

1. Steinmetz, Ralf, Nahrstedt, Klara – Multimedia - Pearson Professional Education - 2002
2. Steinmetz, Ralf, Nahrstedt, Klara - Multimedia Applications - Springer-Verlag Berlin and Heidelberg GmbH & Co. KG - 2004
3. Steinmetz, Ralf, Nahrstedt, Klara - Multimedia Systems - Springer-Verlag Berlin and Heidelberg GmbH & Co. KG – 2004
4. Sloane, Andy - Internet Multimedia - Palgrave Macmillan – 2005
5. Elsom-Cook, Mark - Principles of Interactive Multimedia - McGraw-Hill Education - Europe – 2000
6. Dastbaz, Mohammad - Designing Interactive Multimedia - McGraw-Hill Education - Europe – 2002
7. Chapman, Nigel, Chapman, Jenny - Digital Multimedia - John Wiley and Sons Ltd - 2004