BACHELOR OF COMMERCE - SIXTH SEMESTER

MULTIMEDIA

Code:SC **6.6**   Univ Code:

Contact Hours: 56   Work load: **4 hours per week**

Credits: 4

Evaluation: Continuous Internal Assessment – **30 Marks**

                         Semester-End Examination   – **70 Marks**

Objectives:

Pedagogy:

Module 1: Introduction to Multimedia: Elements of multimedia, Growth of Multimedia, major categories of multimedia and other categories of Multimedia.

Module 2: Multimedia Tools: Hardware Components of multimedia system, Multimedia elements; Texts and Graphics, Sound, Animation and Video, Multimedia authoring programs, delivering multimedia.

Module 3: Developing Multimedia: Developing multimedia titles, steps in developing interactive multimedia. The planning phase, the creating phase, the testing phase.

Module 4: Designing Multimedia: Designing for multimedia- basic design principles, design for interactivity, Guidelines for interactive design. Producing and distributing multimedia: Producing multimedia titles, distributing multimedia titles.

Module 5:   Multimedia-Issues and the Future of Multimedia: The internet and World Wide Web, Issues and trends in Multimedia.

Recommended Books

1. Shuman James E., Multimedia in Action, Thomson Learning- Vikas Publishing House (2001).

2. FrankinKuo, Wolfgang and J.J Garsia, Multimedia Communications, Protocols and Applications, Prentice Hall PTR (1998).

3. Fred T Hofstetter, Multimedia Literacy, 3rd Edition, Tata McGraw Hill (2001).

4. Rao, Bojkovic and Milovanoviv, Multimedia Communication Systems, Pearson Education (2002).

Practical-I Practical: 2Hrs/Week I.A Max. Marks: 20 Simple assignments for Multimedia programming using suitable software shall be implemented.

NOTE: The Internal Assessment Marks (20 Max.) shall be awarded by the concerned course teacher based on the two practical tests of 2 hours duration conducted by him/her during the semester.