Study programme(s): Computer Science

Level: bachelor

Course title: Multimedia

Lecturer: Dragan Mašulović

Status: elective

ECTS: 4

Requirements: ----

Learning objectives

In this course students shall acquire fundamental understanding of the methods, principles and the practice of developing multimedia products.

Learning outcomes

At the end of the course a successful student will understand the importance of multimedia in the modern world, the infrastructure needed to support modern multimedia, key elements of a multimedia product and the importance of authoring tools, the multimedia development process and the structure of intelligent interactive multimedia systems.

Syllabus

- A brief history of multimedia
- Multimedia products and evaluation
- Hardware and software support for modern multimedia products
- Key elements of multimedia: text, graphics, digital audio, digital video and animation
- Authoring tools
- Multimedia and the internet
- The multimedia development process
- Intelligent interactive multimedia systems

Literature

Colloquium 2

D. Cruse, L. Jordan: "HTML5 Multimedia Development Cookbook", Packt Publishing 2011

30

G. A. Tsihrintzis, M. Virvou, L. C. Jain, R. J. Howlett, T. Watanabe (Eds): "Intelligent Interactive Multimedia Systems and Services in Practice", Springer, 2016

Ch. W. Chen, P. Chatzimisios, T. Dagiuklas, L. Atzori (Eds): "Multimedia quality of experience (QoE) - Current status and future requirements", John Wiley & Sons, Ltd 2016

Weekly teaching load				
Lectures:	Exercises:	Practical Exercises:	Student research:	Other:
1	2	0	0	0
Teaching methodology				
Blackboard lectures, demonstrations, Practical exercises				
Grading method (maximal number of points 100)				
Pre-exam obligations		points	Final exam	points
Colloquium 1		30	Practical exam	40