



# COURSE SPECIFICATION

## (MULTIMEDIA)

Programme(s) on which the course is given	IT and CS
Major or Minor element of programs	Major
Department offering the program	Computer Science
Department offering the course	Information Technology
Academic year / Level	4 <sup>th</sup> Year / 1 <sup>st</sup> Semester

### A- Basic Information

Title	Multimedia			Code	IT451	
Credit Hours	Lecture	3	Tutorial	-	Practical	3
	Total				6	

### B- Professional Information

#### 1- Overall aims of course

- Understand the mean of multimedia and how to use it.
- Understand each multimedia components formats and processing operation.
- Understand the problems of multimedia sources transmission, and the need to compression.
- Understand the different types of compression.

#### 2- Intended learning outcomes of course (ILOs)

##### a- Knowledge and understanding

- a5 Recognize and appreciate the professional and ethical responsibilities of the practicing computer professional including understanding the need for quality.
- a6 Know and understand the principles and techniques of a number of application areas informed by the research directions of the subject, such as artificial intelligence, databases and computer graphics.

##### b- Intellectual skills

- b5 Integrate and evaluate information and data from a variety of sources.
- b6 Be creative in the solution of problems and in the development of

designs.

**c- Professional and practical skills**

**c6** Use appropriate computer-based design support tools

**c7** Apply computer science skills in a commercial or industrial environment.

**d- General and transferable skills**

**d1** Display an integrated approach to the deployment of communication skills.

**d2** Use IT skills and display mature computer literacy.

**3- Contents**

<b>Topic</b>	<b>No. of Hours</b>	<b>Lecture</b>	<b>Tutorial/ Practical</b>
<b>1 Introduction</b>	9	3	6
<b>2 Digitization Principles</b> <ul style="list-style-type: none"> <li>• Analog Signals</li> <li>• Encoders and Decoders</li> <li>• Quantization</li> <li>• HTML Language</li> </ul>	12	3	9
<b>3 Sound</b> <ul style="list-style-type: none"> <li>• The Nature of Sound</li> <li>• Digitizing Sound</li> <li>• Quantization</li> <li>• Dithering</li> <li>• Processing Sound</li> <li>• Noise Gate</li> <li>• Compression</li> <li>• Masking</li> <li>• MPEG Audio</li> <li>• MIDI Audio</li> <li>• Sound Waves</li> <li>• RIFF File Structure</li> <li>• Pulse Code Modulation</li> </ul>	18	9	9
<b>4 Video</b> <ul style="list-style-type: none"> <li>• Human Perception of color.</li> <li>• NTSC and PAL Systems</li> <li>• Digital sampling</li> <li>• HDTV format</li> <li>• SIF format</li> <li>• Higher resolution of CIF</li> <li>• QCIF format</li> <li>• Moving pictures</li> <li>• Video Digitization</li> <li>• Video Artifacts</li> <li>• Video Compression</li> <li>• Preparing Video for Multimedia Delivery</li> <li>• Streamed Video &amp; Video Conference</li> </ul>	15	9	6
<b>5 Multimedia Communication</b>	21	9	12

<b>Basics</b> <ul style="list-style-type: none"> <li>• Introduction</li> <li>• Transmission Media</li> <li>• Sources of Signal Impairment</li> <li>• Asynchronous Transmission</li> <li>• Synchronous Transmission</li> <li>• Error Detection Method</li> <li>• Multimedia Editing Softwares</li> </ul>			
<b>6 Optical Communication Basics</b> <ul style="list-style-type: none"> <li>• Introduction</li> <li>• Optical Networks for Multimedia Applications</li> <li>• Types of optical fiber cables</li> <li>• Problems of Optical Networks</li> <li>• Laser compression</li> </ul>	3	3	---
<b>7 Animation</b> <ul style="list-style-type: none"> <li>• Sequence of image files</li> <li>• Animated GIF</li> <li>• key frame animation</li> <li>• Motion graphics</li> <li>• 3-D animation</li> <li>• Hybrid Forms of Animation</li> <li>• Applications</li> </ul>	6	6	---
<b>Total number of Hours for the course</b>	<b>84</b>	<b>42</b>	<b>42</b>

#### 4- Teaching and learning methods

- 4.1 Lectures
- 4.2 Practical experiments in the laboratory.
- 4.4 Exercises and tutorials.
- 4.4 Research assignments.
- 4.5 Project.

#### 5- Student assessment methods

##### 5-a Methods

- 5.a.1 Reports, assignments, and exercises to assess knowledge and understanding.
- 5.a.2 Regular oral, practical and written quizzes to assess intellectual skills.
- 5.a.3 Practical projects, final practical and oral exams to assess professional skills.
- 5.a.4 Reports, assignments, and discussions to assess general and transferable skills.
- 5.a.5 Final written exam to assess knowledge and understanding.

##### 5-b Assessment schedule

Assessment 1	5 <sup>th</sup> week.	Mid term exam
Assessment 2	8 <sup>th</sup> week.	

Assessment 3	10 <sup>th</sup> week.	
Assessment 4	16 <sup>th</sup> week (Oral and practical)	
Assessment 5	17 <sup>th</sup> -18 <sup>th</sup> weeks (final written exam)	

### 5-c Weighting of assessments

Semester work	10%
Mid-term examination	10%
Oral / Practical examination.	20%
Final-term examination	60%
Total	100%

## 6- List of references

### 6-a Course notes

There are lectures notes prepared in the form of a book authorized by the department

### 6-b Essential books (text books)

None

### 6-c Recommended books

- [1]Chapman, Nigel P. Chapman , Digital Multimedia , John wiley ans Sons LTD 2000 .
- [2] Halsall Fred, Multimedia Communication: Techniques, Standards, and Networks.,Addison wesley 2000
- [3] Fred T. Hofstetter, Patricia Fox ,Multimedia Literacy, McGraw-Hill Companies 1997

### 6-d Periodicals, Web sites, ... etc

<http://www.webstyleguide.com/multimedia/applications.html>

## 7- Facilities required for teaching and learning

- Multimedia laboratory prepared to serve the course with computers, Softwares and multimedia devices.
- Digital Multimedia devices like as digital video camera, scanner, digitizers, etc.
- Multimedia Softwares to edit and combine the multi media sources. Data-show, screen, and laptop computer to facilitate the teaching process

**Course coordinator:**

**Dr.Kamel Ali Arram**

**Head of Department:**

**Prof. Mohiy M. Hadhoud**

**Date:** / /