

Common Course Outline
MULT 209
Multimedia Authoring II
3 Semester Hours
The Community College of Baltimore County

Description

MULT 209 – 3 Credits – Multimedia Authoring II examines how to author instructional interactive multimedia presentations for CD or web distribution using cross-platform authoring packages. Students create an engaging learning application using system functions and variables and the built-in functionality of the authoring package. **3 credits; 2 lecture hours per week; 2 laboratory hours per week**

Prerequisites: ARTS 132, MULT 108 and MULT 109 or consent of the program coordinator

Overall Course Objectives

Upon successfully completing the course students will be able to:

1. develop cross-platform interactive projects;
2. create data-tracking tools;
3. build and utilize functions and variables;
4. navigate among multiple authored files;
5. control animation from external sources;
6. publish interactive presentations for distribution on the Internet;
7. explore and examine new authoring utilities;
8. apply the applications of interactivity for multimedia and Internet;
9. apply basic programming structures in a scripting environment; and
10. within a collaborative environment, develop multimedia projects for CD and Internet distribution.

Major Topics

- I. Getting Started
 - a. Interface Components
 - b. Design Window
 - c. Presentations Window
 - d. Working with Files
 - e. Setting up File Properties
- II. Text and Graphics
 - a. Text for the screen
 - b. Creating and importing graphics
 - c. Setting graphic properties
 - d. Working with linked graphics
- III. Motion, Sound, Video
 - a. Transitions
 - b. Animation

- c. External sound and video
- IV. Managing Content
 - a. Creating reusable content
 - b. Working with models
 - c. Working with libraries
 - d. Managing external content
 - e. Creating for the Internet
- V. Creating Interactivity
 - a. Setting up basic responses
 - b. Using movable objects
 - c. Responding to events
- VI. Navigation
 - a. Default controls
 - b. Paging structure
 - c. Hyperlinks
 - d. Decision paths
- VII. Scripting
 - a. System functions and variables
 - b. Controlling application flow through scripting
 - c. Tracking the user

Course Requirements

Grading/exams: Grading procedures will be determined by the individual faculty member but will include the following:

2 multimedia pieces, one of which will be of an educational nature

1 Test, Exam, and/or Quiz

Comprehensive final exam, which may include a final project

Other Course Information

This course is a core Multimedia Technology course and a Simulation and Digital Entertainment (SDE) elective. This course is taught in a computerized environment.

Individual faculty members may include additional course objectives, major topics, and other course requirements to the minimum expectations stated in the Common Course Outline.

Date Revised: 04/17/2008