

CGT 513 Interactive Multimedia Development & Research

SPRING 2008

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www.itap.purdue.edu/tlt/blackboard (NOTE: Please use this interface design to communicate)

CGT 513 Interactive Multimedia Development & Research. Credit 3 hrs.

This course is a graduate-level course open to all graduate students interested in multimedia research (majors in computer graphics technology, education, communications, fine arts, English, engineering education, C&IT, industrial technology management, etc.).

Course Objectives -

After taking this course, students should be able to discuss intelligently the following:

- The history of multimedia
- Multimedia and WWW, gaming, corporate training, and curriculum development.
- The social construction of multimedia, how it has affected society, and social responsibility.
- How human-computer interface design has impacted how we learn and obtain information.
- Emerging trends.
- Interdisciplinary research: Multimedia as content-independent conduit.
- Funding opportunities for multimedia research.
- The marketing of multimedia to the target market
- The definition of interactive multimedia.
- The tools of multimedia (equipment, hardware or software) that is encountered in a typical work environment.
- Multimedia project management (brainstorming, storyboarding, comping, and using Creative Briefs, etc.)
- Overview of the basics of Flash to create multimedia.
- The tools and the techniques associated with photography.
- Sound: how the ear hears sound and compare it to how recording and playing devices record, store and play back sound.
- The difference between analog and digital, sound formats, and compression techniques for capturing audio.
- The tested principles of animation which make animation great (anticipation, follow-through, secondary motion, easing, squash and stretch).
- The elements of storytelling (three act structure, background, character arcs, etc.).
- Ways of incorporating video into multimedia projects by understanding shooting techniques such as camera angles, shots, coverage, and point of view.
- Using Flash to deliver video content.
- How to succeed in the industry.

Course Textbook:

Required: Exploring Multimedia for Designers by Ray Villalobos

Thomson Delmar Learning

The book is in the bookstore.

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Attendance

- Excessive absences (2) will be a factor in your grade for the course.

University Regulations states: "Students are expected to be present for every meeting of the classes in which they are enrolled." Only the instructor can excuse a student from classes or course responsibilities. There are always legitimate reasons for missing class. Personal illness, accident, a death or serious illness in the immediate family, athletic trips, military obligations, scheduled interviews, plant visits, field trips, or other circumstance may make class attendance impossible. Each of these situations will be evaluated on an individual basis. Students should email his/her instructor preferably before a class or an exam takes place. If the instructor cannot be reached by e-mail or by phone, the student should leave a message in the instructor's department mailbox or on the department's voice mail. Students can only make up work from an authorized absence and permission from the instructor.

Assignments

- Graduate-level quality is expected.
- It is expected that the weekly reading assignments are read and understood.

Course Grade

The following are important factors in the course grade:

- Participation in classroom discussion
- Attendance
- Quality of course activities
- Quality of research and writing assignments
- Understanding of the subject matter

Grading Scale

- A Professional, superior graduate work
- B Above average graduate work
- C Average graduate work
- D Below average graduate work
- F Failure

Note

In the event of a major campus emergency, course requirements, deadlines and projects are subject to changes that may be necessitated by a revised semester calendar or other circumstances. Check the class website weekly for updated information and announcements. The instructor reserves the right to modify this syllabus at her discretion.

Student Conduct

Standards set by Purdue University as outlined in the Student Handbook and the University Regulations (1996-1997) will be observed in this course. Any student found participating in cheating, plagiarism, copying material from another person's disk, using illegal cribs or other materials during

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a written examination, lying to course instructors and lab assistants about his or her own work, stealing tests, quizzes, or answer keys, and any such activities will be considered in conflict with the printed academic honesty guidelines as set out by Purdue University and the School of Technology. In such cases the matter will be reported to the Office of the Dean and the appropriate Purdue University administration officers for consideration and possible disciplinary action. (See Student Conduct Action Report).

This class encourages cooperation and the exchange of ideas. However, students are expected to do their own work. Using another student's work on a project, assignment, cheating on a test, signing the attendance sheet for another student or any other form of academic dishonesty will result in a grade of zero or possibly an "F" in the course and will be referred to the Dean of Students.

Disruptive or inappropriate behavior will not be tolerated—talking in lecture, use of the computer in lab for work other than for this class, derogatory comments about or toward any student, instructor or GTA in the class will not be tolerated and will be referred to the Dean of Students.

You are expected to arrive on time for class. If you are late due to unforeseen circumstances, enter quietly. If you know that you will be late or have to leave early, talk to me before class.

A laptop may be used during class to take notes. If it becomes disruptive or if it is being used to surf the Web or for other purposes, you will be asked to turn it off. Cell phones and music players should be turned off during lecture.

File Security

You are responsible for the security of your files. Be sure to do regular backups and store assignments in multiple locations. Loss of files or project assets will require recreation of all items. During a work session, transfer files to the local hard drive and then save at the end of the session.

Course Activities

There will be course activities involving team work or individual activities. This will require outside collaboration and/or research or development.

Research Presentation

You are required to present your research to the class.

Research Paper

One final research paper that will be submitted to an academic journal will be required.



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