

## **750772, Multimedia and the Web**

3 hours per week, 3 credit hours, prerequisite: **none**

**Teaching Method:** 37 hours Lectures (2-3 hours per week), 8 hours Seminars (1 per 2 weeks)

**Aims:** This module introduces the design and development of effective multimedia systems and develops their awareness of current trends and developments in multimedia applications and systems.

Also it enables students to evaluate the systems' features and effectiveness.

### **Learning Outcomes:**

On completion of this module, the student should be able to:

- Understand many multimedia systems.
- Design and develop effective multimedia systems.
- Be aware of current trends in multimedia applications and systems.
- Evaluate the multimedia systems' features and effectiveness.

### **Textbooks and Supporting Materials:**

1- Steve Grosvenor, the Flash Anthology: Cool Effects and Practical ActionScriptBAuthor: 1st ed. 2004.

### **Synopsis:**

1. Introduction to Multimedia: This chapter describes what multimedia is and how multimedia can be handled by web browsers.

2. Sound Formats: This chapter describes the most common - or popular - sound formats.

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3. Video Formats: This chapter describes the most common - or popular - video formats.

4. Browser Sounds: This chapter describes how to play sounds from a web page.

5. Browser Videos: This chapter describes how to play videos from a web page.

6. Windows Media Formats: This chapter describes the new Windows Media formats.

7. Object Intro: This chapter describes the object element.

8. Object QuickTime: This chapter describes how to play QuickTime movies with the object element.

9. Object RealMedia: This chapter describes how to play Real Audio and Real Video with the object element.

10. Tag Reference: The HTML multimedia tag reference.

11. Player Reference: The Windows Media Player reference.

**Assessment:** Two 1-hour midterm exams (15% each); Assignments (10%); Seminars (10%); 2-hours

Final Exam (50%)