

Course Name : Technology and Interactive Multimedia							
Course Code	Course Type	Regular Semester	Lecture (hours/week)	Seminar (hours/week)	Lab. (hours/week)	Credits	ECTS
CMP 216	B	Spring	2.00	0.00	2.00	3.00	6.00
<b>Lecturer</b> Fatos Lala, Msc							
<b>Assistant</b> Jonida Hysa, MSc							
<b>Course language</b> Albanian							
<b>Course level</b> Bachelor							
<b>Description</b> This course aims to give students knowledge on the use of computers in education, which can lead to the achievement of didactic goals, the impact of technology on learning, as well as the impact of theories on learning and designing educational computer systems. The course has an orientation towards projects in which students have to develop an application using the knowledge acquired in programming languages and Web programming.							
<b>Objectives</b> At the end of the semester, the student must: -I understand multimedia tools and how to use them. Understand each of the multimedia component formats and processing operations. They learn the importance of text and how to make characters look good, they will learn about how to choose colors, and how to digitize audio and video segments. - They are able to edit text, images, videos, and audios. They will learn to design, create, and distribute multimedia for the Web, and for Internet-connected multimedia devices such as mobile phones, e-books, and PDAs.							
<b>Core Concepts</b> Basic concepts: Multimedia, Audio, video, Animation, Image, text, After Effects, Adobe Premiere, Adobe Photoshop, etc.							
Course Outline							
Week	Topic						
1	What is multimedia, Multimedia skills - In this topic, where multimedia is used, the distribution of multimedia, information about the work team for the construction of a multimedia project such as the manager, multimedia designer, interface designer, writer, video specialist, audio specialist, multimedia programmer, multimedia producer for the web.						
2	Text - This topic will cover text, font and faces, the use of text in multimedia, computers and text, font editing and design tools, hypermedia and hypertext.						
3	Images - This topic will cover how to create an image (bitmap, vector, 3-D), colors, image file formats.						
4	Sound (Audio) - This topic will cover digital audio, MIDI audio, MIDI versus digital audio, multimedia systems audio, audio file format, adding audio to a multimedia project.						
5	Animation - The principles of animation, techniques and formats of animation, creation of animations will be covered in this topic.						
6	Video- In this topic, the use of video, analog and digital video, displays, digital video holders, video recording and editing will be covered.						
7	Review						
8	Midterm						
9	Creating Multimedia_s II-In this topic, software for creating texts will be discussed.						
10	Creating Multimedia_s II-In this topic, software for creating and editing images will be discussed.						
11	Practice, Design on the Canva.com platform In this topic, logos and banners will be treated.						

<b>12</b>	Practice, Designing on the Canva.com platform This topic will cover, like leaflets, magazines.
<b>13</b>	Practice, Design on the VEED.IO platform In this topic, how audio is edited, created
<b>14</b>	Practice, Design on the Animaker.com platform In this topic, how to design different animations will be discussed.
<b>15</b>	Review
<b>16</b>	Final Exam
<b>Prerequisites</b>	The student must attend the course at a minimum rate of 75%.
<b>Literature</b>	<ul style="list-style-type: none"> <li>• Tay Vaughan, Multimedia: Making It Work, 8th, 9th Edition, MC Grow Hill</li> <li>• Multimedia Production and Digital Storytelling ( Dragan Cvetkovic )</li> </ul>
<b>References</b>	
<b>Course Outcome</b>	
<b>1</b>	Understand multimedia tools and how to use them. Understand each of the multimedia component formats and processing operations.
<b>2</b>	Students will learn the importance of text and how to make characters look good, learn about how to choose colors, and how to digitize audio and video segments.
<b>3</b>	Students will be able to edit text, images, videos, and audios. They will learn to design, create, and distribute multimedia for the Web, and for Internet-connected multimedia devices such as mobile phones, e-books, and PDAs.

<b>Course Evaluation</b>			
<b>In-term Studies</b>	<b>Quantity</b>	<b>Percentage</b>	
Midterms	1	30	
Quizzes	0	0	
Projects	1	20	
Term Projects	0	0	
Laboratory	0	0	
Class Participation	1	10	
<b>Total in-term evaluation percent</b>		<b>60</b>	
<b>Final exam percent</b>		<b>40</b>	
<b>Total</b>		<b>100</b>	
<b>ECTS Workload (Based on Student Workload)</b>			
<b>Activities</b>	<b>Quantity</b>	<b>Duration (hours)</b>	<b>Total (hours)</b>
Course duration (Including the exam week: 16x Total hours of the course)	16	4	64
Study hours outside the classroom (Preparation, Practice, etc.)	14	3	42
Duties	1	4	4
Midterms	1	4	4
Final Exam	1	4	4
Other	2	16	32
<b>Total Work Load</b>			<b>150</b>
<b>Total Work Load / 25 (hours)</b>			<b>6.00</b>
<b>ECTS</b>			<b>6.00</b>