

Course Name : Technology and Interactive Multimedia							
Course Code	Course Type	Regular Semester	Lecture (hours/week)	Seminar (hours/week)	Lab. (hours/week)	Credits	ECTS
MUL 114	B	Spring	2.00	0.00	2.00	3.00	5.00
Lecturer Fatos Lala, Msc							
Assistant							
Course language Albanian							
Course level Program Profesional 2-Vjeçar							
Description 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.							
Objectives At the end of the semester, the student should: - 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.							
Core Concepts Canva, Cospace, Multimedia, Video, Audio							
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 building 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	Overview						
8	Midterm Exam						
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.						
12	Practice, Designing on the Canva.com platform This topic will cover, like leaflets, magazines.						
13	Practice, Designing on the Cospace.com platform						
14	Practice, Designing on the Cospace.com platform						

15	Project submission and presentation:		
16	Final Exam		
Prerequisites	The student must attend the course at a minimum rate of 75%.		
Literature	• Tay Vaughan, Multimedia: Making It Work, 8th, 9th Edition, MC Grow Hill Multimedia Production and Digital Storytelling (Dragan Cvetkovic)		
References			
Course Outcome			
1	Understand multimedia tools and how to use them. Understand each of the multimedia component formats and processing operations.		
2	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.		
Course Evaluation			
	In-term Studies	Quantity	Percentage
	Midterms	1	30
	Quizzes	0	0
	Projects	1	20
	Term Projects	0	0
	Laboratory	0	0
	Class Participation	1	10
	Total in-term evaluation percent		60
	Final exam percent		40
	Total		100
ECTS Workload (Based on Student Workload)			
	Activities	Quantity	Duration (hours)
	Course duration (Including the exam week: 16x Total hours of the course)	16	4
	Study hours outside the classroom (Preparation, Practice, etc.)	14	2
	Duties	1	5
	Midterms	1	8
	Final Exam	1	10
	Other	1	10
	Total Work Load		125
	Total Work Load / 25 (hours)		5.00
	ECTS		5.00