

Course Name : Information and Communication Systems							
Course Code	Course Type	Regular Semester	Lecture (hours/week)	Seminar (hours/week)	Lab. (hours/week)	Credits	ECTS
MUL 203	A	Fall	3.00	0.00	3.00	3.00	6.00
Lecturer Grasiela Baçellari, Msc							
Assistant							
Course language Albanian							
Course level Program Profesional 2-Vjeçar							
Description		This course aims to develop students' understanding of the technological foundations of Information and Communication Systems by integrating Information Technology concepts with applications in Multimedia and Graphic Design. Students will learn how digital infrastructure functions from hardware and networks to databases, cloud computing, and artificial intelligence and how these technologies are used to create, store, manage, and distribute visual and multimedia content. The course emphasizes the role of modern information systems in creative industries and digital communication.					
Objectives		By the end of the course, students will be able to: - Explain the structure and role of information and communication systems in modern technology. - Understand digital communication architectures and computer networks. - Apply basic concepts of data storage and cloud computing in multimedia content management. - Understand the impact of security, ethics, and privacy on data processing. - Analyze the role of artificial intelligence and automation in creative processes and digital communication.					
Core Concepts		Hardware, Software, Information Systems, Network Architecture, Cloud Computing, Databases, Digital Communication, Data Security, Multimedia, Artificial Intelligence					
Course Outline							
Week	Topic						
1	Course Introduction and Overview						
2	Introduction to Information and Communication Systems. This topic provides an in-depth introduction to Information and Communication Systems (ICS), explaining their components and core functions. Students learn how information is created, processed, stored, and distributed through digital systems, with a focus on visual and multimedia content used in creative industries.						
3	Architecture of an Information System. This week analyzes the architecture of an information system, including hardware, software, networks, data, and users. Students understand how these components interact to support multimedia platforms, creative tools, and cloud-based applications.						
4	Hardware Components of Information Systems. Students explore the physical components of computer systems such as CPU, RAM, storage devices, and input/output peripherals. Emphasis is placed on how hardware performance affects image processing, video editing, and multimedia production.						
5	Modern Operating Systems. This topic covers modern operating systems such as Windows, macOS, and Linux. Students learn how operating systems manage resources, files, and applications, and how they support multimedia and graphic design software.						
6	Fundamentals of Computer Networks. This week introduces basic networking concepts, including network types, communication protocols, IP addressing, and DNS. Students understand how networks enable online collaboration and multimedia content distribution.						

7	Review and Project Presentation (Phase I)
8	Midterm Exam
9	Digital Communication and Social Media. This topic examines digital communication and the role of social media platforms in visual content distribution. Students analyze how multimedia content is perceived by audiences and how digital platforms influence design practices.
10	Fundamentals of Databases. Students learn the basic concepts of databases, data organization, metadata, and digital media storage. The importance of databases in managing multimedia projects and creative platforms is emphasized.
11	Cloud Computing. This week introduces cloud computing and its applications in storing, managing, and sharing multimedia content. Topics include accessibility, collaboration, scalability, and data security in cloud environments.
12	Artificial Intelligence. Students explore the role of artificial intelligence in multimedia and graphic design, including image processing, video analysis, automation, and AI-assisted creative tools.
13	Effective Information Presentation and Digital Transformation. This topic combines principles of effective information presentation with digital transformation. Students learn how modern technologies change the way ideas are communicated visually and presented to diverse audiences.
14	Project Presentation (Phase II)
15	Final Review Session
16	Final Exam
Prerequisites	The student must attend the course at a minimum rate of 75%.
Literature	<ul style="list-style-type: none"> • INTRODUCTION TO COMPUTER - Fred Mugivane • CompTIA .
References	<ul style="list-style-type: none"> • Video tutoriale, cikel leksionesh.
Course Outcome	
1	Ability to use digital technologies and cloud platforms in multimedia projects.
2	Skills in organizing and managing multimedia data and visual content.
3	Development of critical thinking and awareness of ethical and secure use of digital technologies.

Course Evaluation			
In-term Studies	Quantity	Percentage	
Midterms	1	20	
Quizzes	0	0	
Projects	1	30	
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)	Total (hours)
Course duration (Including the exam week: 16x Total hours of the course)	16	6	96
Study hours outside the classroom (Preparation, Practice, etc.)	14	2	28
Duties	1	6	6
Midterms	1	8	8
Final Exam	1	12	12
Other	0	0	0
Total Work Load			150
Total Work Load / 25 (hours)			6.00
ECTS			6.00