

LINC 80: MULTIMEDIA OVERVIEW

Foothill College Course Outline of Record

Heading	Value
Effective Term:	Summer 2022
Units:	1
Hours:	1 lecture per week (12 total per quarter)
Advisory:	Basic computer skills and knowledge of Macintosh or Windows operating systems; familiarity using web browsers, email, bookmarking, searching and downloading; not open to students with credit in LINC 251.
Degree & Credit Status:	Degree-Applicable Credit Course
Foothill GE:	Non-GE
Transferable:	CSU
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Student Learning Outcomes

- Determine the characteristics of good multimedia design
- Define terminology associated with multimedia
- Compare appropriate and inappropriate uses for multimedia in education, business, or entertainment industries

Description

An overview of multimedia software and hardware and the multimedia production process. Designed for trainers, educators, and anyone interested in multimedia, the course features hands-on learning with computer-based or internet software authoring tools to design and produce a multimedia project or presentation that integrates text, graphics, animation, sound, and digital video for educational, business, or entertainment purposes.

Course Objectives

The student will be able to:

1. Define terminology associated with multimedia
2. Compare appropriate and inappropriate uses for multimedia in education, business, or entertainment industries
3. Determine the characteristics of good multimedia design
4. Design and develop a multimedia project using a production process that includes software and hardware systems
5. Operate multimedia tools such as cameras and tablets
6. Create and edit a multimedia project using multimedia authoring software
7. Analyze and critique multimedia projects using established characteristics of good multimedia design

Course Content

1. Multimedia Terminology
 - a. Definitions
 - b. Software Applications
 - c. Hardware and Software Components
 - d. Design Process
 - e. Production Process
2. Multimedia in Education, Business, and Entertainment
 - a. Types and Uses
 - b. Philosophy and Rationale
 - c. Best Practices
3. Characteristics of Multimedia
 - a. Good Multimedia Design
 - b. Bad Multimedia Design
 - c. Create Multimedia Project Evaluation Criteria
4. Design and Develop a Multimedia Project
 - a. Analyze Purpose of Multimedia Project
 - b. Select Multimedia Tools, Resources
 - c. Design Project
5. Operate Multimedia Tools
 - a. Cameras
 - b. Drawing Tablets
 - c. Animation Software
 - d. Image Editing Software
 - e. Online Image Resources
6. Create Multimedia Project
 - a. Develop Project
 - i. Multimedia Authoring Software
 - ii. Adding Graphics, Sound, Animation, Video
 - iii. Basic Editing: Cut, Copy, Paste
 - iv. Advanced Techniques, Special Effects
 - b. Review and Edit Project
 - i. Setting up Slideshow or Player for Presentation
7. Critique Multimedia Project
 - a. Analyzing a Multimedia Project
 - b. Critique/Feedback Process
 - c. Writing a Project Reflection/Review

Lab Content

Not applicable.

Special Facilities and/or Equipment

1. When offered on/off campus: Lecture room equipped with LCD projector, whiteboard, and a demonstration computer connected online. Computer laboratories equipped with online PCs and/or Macintosh computers, network server access, and printers.
2. When taught via the internet: Students must have current email accounts and/or ongoing access to internet capable computers or tablets.

Method(s) of Evaluation

Methods of Evaluation may include but are not limited to the following:

Creating multimedia project using characteristics of quality defined by the class

Writing an evaluation critique and reflection for their own and classmates' final projects, with emphasis on use of constructive comments and suggested improvements with respect to established characteristics of good multimedia design

Participating in class discussions and critiques

Method(s) of Instruction

Methods of Instruction may include but are not limited to the following:

Lecture presentations delivered in student-centered learning style

Facilitated discussions of live presentations, readings or video presentations

Student presentations in small group and whole class situations

Representative Text(s) and Other Materials

Mayer, Richard E.. [Multimedia Learning](#). 2020.

Instructor-assigned notes and materials.

When course is taught online: Additional information, notes, handouts, syllabus, assignments, tests, and other relevant course material will be delivered via the course learning management system, and discussion may be handled with internet communication tools.

Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments

1. Writing assignments include a multimedia design plan, peer evaluations, and critical analysis (of educational projects, technology tools, systems, or processes)
2. Outside assignments include conducting project development, writing the instructional plan, reading, and participating in online peer collaboration activities
3. When taught online these methods may take the form of video, audio, animation and webpage presentations. Assignments will be submitted online as well

Discipline(s)

Instructional Design/Technology