

MULTIMEDIA

Title of Study Programme and Code		Type (compulsory/optional)	Cycle	Year of study when the component is delivered (if applicable)
Information Systems Engineering 6531EX043		Compulsory	1 st	2 nd year
Semester/trimester when the component is delivered		Number of ECTS credits allocated	Language of instruction	Mode of delivery (face-to-face/e-learning/...)
3 rd		3 ECTS	English	Face-to-face/e-learning
Learning outcomes			Study methods	Assessment methods
After completion of the study subject, a student should be able to:			Interactive lecture; Demonstration; Discussion; Practical works; Group work; Literature studies; Brainstorming; Problem based learning; Case study; Learning journal.	Evaluation of the learning journal; Assesment of the activity during the practicals, and group work presentation; Assesment of the group project work and its presentaion.
LO 1	Analyse and evaluate multimedia systems and their components.			
LO 2	Use variety of multimedia hardware.			
LO 3	Use variety of multimedia software.			
LO 4	Input sound, create and edit audio files, evaluate recorded sound quality and distortions.			
LO 5	Use the principles of animation and create animation using appropriate application's software.			
LO 6	Use various ways for input graphical information.			
LO 7	Know possibilities of multimedia application software.			
LO 8	Explain to the users the possibilities of multimedia application software.			
LO 9	Orient in modern information technology alternation.			
LO 10	Choose and install proper for multimedia projects hardware and software.			
Prerequisites (these courses must be sucessfully completed prior to taking this particular course)				
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Course content				
<ol style="list-style-type: none"> 1. Introduction. The multimedia project. 2. Multimedia hardware. 3. Multimedia Software. 4. Animation. 5. Sounds and its processing tools. 				

6. Video creation, transmission and storage principles. Principles of Digital Photography.
7. Image information input, and output adjustment.
8. Tools and methods for presentations development.
9. Video conferencing software and hardware.
10. Summary of multimedia systems and components and development trends.

Recommended or required reading and other learning resources/tools

1. J. Urbonienė (2019). VLE Moodle course, <https://moodle.utenos-kolegija.lt/>
2. Home video making: <http://www.homevideomaking.com/Default.htm>
3. Windows Movie Maker Tutorials and Articles:
<http://www.windowsmoviemakers.net/Tutorials/>
4. Photoshop video lectures: <http://imagination.lt/photoshop-pamokos-f31.html>,
<http://fosron.lt/nerealios-photoshop-pamokos>
5. Video lectures: <http://www.studijuok.lt/>
6. Youtube videorecords: <https://www.youtube.com>