

COURSE SYLLABUS

CPSC 3105 Digital Multimedia Development

Spring 2016

INSTRUCTOR INFORMATION

INSTRUCTOR NAME: Dr. Vladimir Zanev

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PHONE: (706) 507-8182

OFFICE HOURS AND LOCATION: MWF 10:00 – 11:30 a.m., TR 3:00-4:00 p.m., CCT 442

MEETING TIME AND PLACE: MW 4:30 – 5:45 p.m., CCT 407

COURSE INFORMATION

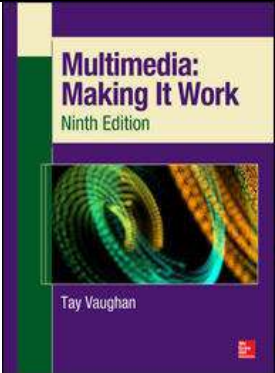
COURSE NUMBER/TITLE (CRN): CPSC 3105 Digital Multimedia Development (CRN 20501)

CREDIT HOURS/PREREQUISITES: 3 credit hours, prerequisites – CPSC 2125 with grade of C or better.

COURSE DESCRIPTION

This course teaches the student digital design principles and techniques. Students will learn how to create digital multimedia that can be used in software applications and Web sites. As part of this, students will develop an understanding of digital image theories, develop an understanding of how to create digital multimedia, analyze the needs associated with creating this multimedia, become familiar with the digital multimedia development process and available tools, and then implement this process while applying their knowledge to create a working, digital multimedia application or Web site.

REQUIRED TEXTBOOK AND TUTORIALS

	Multimedia: Making It Work, Ninth Edition, by Tay Vaughan Publisher: McGraw Hill Year: 2014 ISBN-13: 9780071832885
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SUPPLEMENTARY BOOKS AND MATERIALS

Available on CougarView course Web site (Resources Web page):

- Slides
- Photoshop resources
- Flash resources
- Camtasia Studio resources
- HTML Graphics and Media resources

TECHNICAL RESOURCES

HARDWARE REQUIREMENTS

- The students have to have access to computer with the software required (see the Software Requirements below) and Internet access to the CougarView class site (see [How do I know if my computer will work with D2L?](#))
- USB Web camera, microphone, and speakers

SOFTWARE REQUIREMENTS

To complete all lessons, assignments, quizzes, and exams, you will need computer with:

- Windows XP/Vista/7/8/10
- Browser: Internet Explorer (caution: IE is often problematic for CougarVIEW), Chrome, or Firefox
- MS PowerPoint, Adobe Acrobat Reader
- Text Editor: NotePad++ (Windows), TextEdit (Mac OS X), Sublime Text (Windows and Mac OS X)
- Dreamweaver (available in the Department labs)
- Adobe Photoshop (available in the Department labs)
- Adobe Flash (available in the Department labs)
- Camtasia Studio (available in the Department labs)

LEARNING OUTCOMES

COURSE OBJECTIVES

Upon completion of this course, students will

- Understand what digital multimedia is, the concepts and characteristics of the digital multimedia, and the methods of multimedia delivery
- Understand what digital text is, typeface and fonts, how to define hypermedia, hypertext, links, and anchors
- Understand bitmap, vector, and 3-D images, their capabilities and limitations; describe the use of colors and palettes in multimedia; understand various image files types and their use in multimedia
- Be able to describe the components and measurements of sound; use digital audio to record process, and edit sound; use MIDI and understand its attributes
- Understand what animation is, how it can be used in multimedia, how to create computer-generated animations
- Understand and work with analog and digital video technologies and displays; how to shoot and edit videos for use in multimedia
- Understand the stages of a multimedia project, planning and costing, common software programs used to handle text, graphics, audio, video, and animation
- Be able to design and implement multimedia projects, and apply principles for successful production of multimedia projects
- Employ multimedia on Web pages, play audio, video, and animation; understand mobile multimedia and program mobile apps

COURSE LEARNING OUTCOMES

The following are this course's outcomes:

- Students will be able to identify the different types of multimedia and understand the nature of digital data.
 - Strategies and actions used to produce the outcome:
 - Study of text, graphics, sound, and video
 - ABET criteria covered: A, B, C, D, F, G, I, J and K.
 - Program objectives covered: 2, 3, 6 and 8.
 - Assessment methods: exams, programming assignments, and project implementation, documentation and presentation.
- Students will be able to identify the computer hardware and software needed to create, edit, and use digital multimedia.
 - Strategies and actions used to produce the outcome:
 - Study of the computer hardware and software needed to create, edit, and use digital multimedia.
 - ABET criteria covered: A, B, C, D, F, G, I, J and K.
 - Program objectives covered: 2, 3, 6 and 8.
 - Assessment methods: exams, programming assignments, and project implementation, documentation and presentation.
- Students will understand and be able to implement the digital multimedia development process.
 - Strategies and actions used to produce the outcome:
 - Study of the digital multimedia development process.
 - ABET criteria covered: A, B, C, D, F, G, I, J and K.
 - Program objectives covered: 2, 3, 6 and 8.

- Assessment methods: exams, programming assignments, and project implementation, documentation and presentation.
- Students will be able to create and edit digital multimedia including text, graphics, sound, and video.
 - Strategies and actions used to produce the outcome:
 - Study of the how to create and edit digital multimedia including text, graphics, sound, and video.
 - ABET criteria covered: A, B, C, D, F, G, I, J and K.
 - Program objectives covered: 2, 3, 6 and 8.
 - Assessment methods: exams, programming assignments, and project implementation, documentation and presentation.
- Students will be able to create and implement digital animation.
 - Strategies and actions used to produce the outcome:
 - Study of digital animation and how to create and edit it.
 - ABET criteria covered: A, B, C, D, F, G, I, J and K.
 - Program objectives covered: 2, 3, 6 and 8.
 - Assessment methods: exams, programming assignments, and project implementation, documentation and presentation.
- Students will understand professional issues in multimedia development including ethical issues, copyright, and digital rights management.
 - Strategies and actions used to produce the outcome:
 - Study of professional issues in multimedia development including ethical issues, copyright, and digital rights management.
 - ABET criteria covered: A, B, C, D, F, G, I, J and K.
 - Program objectives covered: 2, 3, 6 and 8.
 - Assessment methods: exams.

COURSE ASSESSMENT

LEARNING ACTIVITIES

- Class sessions
- Quizzes
- Assignments
- Project
- Midterm exam
- Final exam

Class Sessions

The CPSC 3105 class is based on MW in-class sessions each one of 75 min. To complete all class requirements you need an additional amount of time. The topics covered in the class follow the course schedule. See the class Schedule for details. Each student is expected to complete all textbook chapter topics, review slides, and tutorials, attend all lectures, read the textbook chapters, and make notes.

Quizzes

The quizzes are based on the textbook and tutorials topics. The quizzes are multiple choice, timed, one-attempt quizzes. Quizzes are designed to help students learn better the course topics and prepare well for the midterm and final exams. All

quizzes are with firm due date and time. **No make-up quizzes will be given unless the quiz was missed due to a documented emergency.**

Assignments

Multimedia development activities as designing and developing text, graphics, audio, video, animation using variety of software tools as Photoshop, Flash, Camtasia Studio, technologies as HTML5, CSS3, JavaScript, and jQuery cannot be learned simply by reading a textbook. The assignments are "hands-on practice" part of the course that allows developing skills and experience in implementing multimedia projects. You must practice, practice, and practice solving different problems by designing and implementing and delivering real digital multimedia. Assignments will focus on one or more of the learning objectives. **All assignments are with firm due date and time.** Late assignments are not accepted for credits.

Midterm and Final exams

Your performance in this class will be measured by two exams - Midterm and Final Exam. The Midterm and the Final Exam will be take in-class, online, multiple-choice, timed exams. No make-up exam will be given unless the exam was missed due to a documented emergency.

COURSE EVALUATION

The final grade will be obtained from the following:

Quizzes	20%
Assignments	30%
Project	20%
Midterm Exam	15%
Final Exam	15%

The letter grade will be assigned as follows:

Grade	Points
A	90-100
B	80-89
C	70-79
D	60-69
F	0 -59

ADMINISTRATIVE POLICIES AND ACADEMIC RESOURCES

CSU DISABILITY POLICY

If you have a documented disability as described by the Americans with Disabilities Act (ADA) and the Rehabilitation Act of 1973, Section 504, you may be eligible to receive accommodations to assist in programmatic and/or physical accessibility. We recommend that you contact the Office of Disability Services located in Schuster Student Success Center, Room 221, 706-507-8755 as soon as possible. Students taking online courses can contact the Office of Disability services at <http://disability.columbusstate.edu/>. The Office of Disability Services can assist you in formulating a reasonable accommodation plan and in providing support. Course requirements will not be waived but accommodations may be able to assist you to meet the requirements. Technical support may also be available to meet your specific need.

ACADEMIC INTEGRITY

All students are expected to recognize and uphold standards of intellectual and academic integrity. As a basic and minimum standard of conduct in academic matters that students be honest and that they submit for credit only the products of their own efforts. Both the ideals of scholarship and the need for fairness require that all dishonest work be rejected as a basis for academic credit. They also require that students refrain from any and all forms of dishonorable or unethical conduct related to their academic work.

Students are expected to comply with the provisions of Section III, "Student Responsibilities," of the Columbus State University Student Handbook. This specifically includes the sections on "Academic Irregularity," and "Conduct Irregularity." In particular, the Columbus State University Student Handbook states:

"No student shall give or receive assistance in the preparation of any assignment, essay, laboratory report, or examination to be submitted as a requirement for any academic course in such a way that the submitted work can no longer be considered the personal effort of the student submitting the work."

Examples of Academic Dishonesty include but are not limited to: Plagiarism (see definition below), giving or receiving unauthorized assistance on exams, quizzes, class assignments or projects, unauthorized collaboration, multiple submissions (in whole or part) of work that has been previously submitted for credit.

Plagiarism is any attempt to represent the work or ideas of someone else as your own. This includes purchasing or obtaining papers from any person and turning them in as your own. It also includes the use of paraphrases or quotes from a published source without properly citing the source. All written assignments may be submitted for textual similarity review to Turnitin.com for the detection of plagiarism.

Please be aware that anyone caught cheating or plagiarizing in this class will receive a "0" for the assignment/exam and may receive a "0" for the course.

STUDENT COMPLAINT PROCESS

Information and resources for student complaints and academic appeals are located at the following link on the Columbus State University website

<http://aa.columbusstate.edu/appeals/>.

COURSE ATTENDANCE POLICY

Attendance at all classes and other activities (lecture periods, laboratory sessions, tests, examinations, or other schedule meetings) is required of every student at Columbus State University. The attendance record begins with the first meeting of the class, and one who registers late is responsible for class work missed. A student wishing to drop should complete the official procedure before the deadline. Those who violate the attendance policy may receive an "F" at the discretion of the instructor.

OTHER

How to Access the Course

You can access the course through CougarView at: <http://colstate.view.usg.edu/>
At this page, select the "Log on to" CougarView link to activate the CougarView logon dialog box, which will ask for your CougarView username and password. Your CougarView username and password are the same as your Cougarnet username and password:

Username: lastname_firstname

Password: XXXX

Default password is your birthday in the format of DDMMYY.

If you try the above and CougarView will not let you in, please use the "Comments/Problems" link on the CougarView home page to request help. If you are still having problems gaining access a day or so after the class begins, please e-mail me immediately.

Once you've entered CougarView, you will see a list of courses you have access to. The CPSC 2125 course is listed as "Internet Programming Section V01 Spring Semester 2016 CO". Next to this, you should see my name as the instructor. You may also see new discussion postings, new calendar postings, and new mail messages. Clicking on the name of the course will take you to the course's home page. If you do not see the Internet Programming course in the list, please e-mail me **immediately**.

Once you have clicked on the course's name and accessed the particular course itself, you will find a home page with links to other sections and tools, and a menu on the left-hand side. Feel free to explore the areas in the course.

It is your responsibility to frequently look at the course website to keep your knowledge of class activities current.

Getting help

Student assistants in the public Computer Center labs / library can help you with basic computer-related problems such as logging on to the network, saving your work, etc., but they are not obligated to help you with your assignments.

There are several tutors in the School of Computer Science lab (CCT450) who can help you with the assignments. Their schedule is posted in the Computer Science School. You can always contact me during my posted office hours, by e-mail, or by appointment.

If you need technical support or need assistance configuring your computer with CougarView access, you can refer to the link located in the "Support Resources" widget located on your "My Home" and your "Course Home" CougarView pages. If you cannot solve your problem after reviewing the knowledge base help pages, you can call help center 24-7 and talk to a Help Center agent. The number is 1-855-772-0423.

Discussion Etiquette

CSU is committed to open, frank, and insightful dialogue in all of its courses. Diversity has many manifestations, including diversity of thought, opinion, and values. Students are encouraged to be respectful of that diversity and to refrain from inappropriate commentary. Should such inappropriate comments occur, I will intervene as I monitor the dialogue in the discussions. I will request that inappropriate content be removed from the discussion and will recommend university disciplinary action if deemed appropriate. Students as well as faculty should be guided by common sense and basic etiquette. The following are good guidelines to follow:

- Never post, transmit, promote, or distribute content that is known to be illegal.
- Never post harassing, threatening, or embarrassing comments.
- If you disagree with someone, respond to the subject, not the person.

Never post content that is harmful, abusive; racially, ethnically, or religiously offensive; vulgar; sexually explicit; or otherwise potentially offensive.

Student Responsibilities

As a student in this course, you are responsible to:

- manage your time and maintain the discipline required to meet the course requirements
- read the text and slide topics covered in the online sessions
- execute all assignments (all assignments due date/times are firm)
- complete all quizzes (all quiz due dates/times are firm)
- take the exams as they are scheduled in the course schedule (all exam dates/times are firm)
- actively participate in discussions
- read any email sent by the instructor and respond accordingly
- adhere to all course deadlines

"I didn't know" is **NOT** an acceptable excuse for failing to meet the course requirements. If you fail to meet your responsibilities, you do so at your own risk.

COURSE SCHEDULE

Week	Date	TOPIC	Quizzes, Assignments, Exams
Week 1: January 11 – 15th			
	Mon, 01/11	Class organization and administration. Chapter 1. What is Multimedia?	
	Wed, 01/13	Chapter 1. What is Multimedia?	Quiz 1. Chapter 1, due on Wed, 01/13
Week 2: January 18 – 22nd			
	Mon, 01/18	Martin Luther King, Jr. Holiday. No classes.	
	Wed, 01/19	Chapter 7. Making Multimedia	
Week 3: January 25 – 29th			
	Mon, 01/25	Chapter 7. Making Multimedia	
	Wed, 01/27	Chapter 7. Making Multimedia	Quiz 7. Chapter 7, due on Wed, 01/27
Week 4: February 1st – 5th			
	Mon, 02/01	Chapter 8. Planning and Costing	
	Wed, 02/03	Chapter 8. Planning and Costing	Quiz 8. Chapter 8, due on Wed, 02/03
	Fri, 02/05	Deadline to Withdraw	
Week 5: February 6th – 10th			
	Mon, 02/08	Chapter 9. Designing and Producing	
	Wed, 02/10	Chapter 9. Designing and Producing	Quiz 9. Chapter 9, due on Wed, 02/10
Week 6: February 15 – 19th			
	Mon, 02/15	Chapter 2. Text	Project Proposal due on Mon, 02/15
	Wed, 02/17	Chapter 2. Text	
Week 7: February 22 – 26th			
	Mon, 02/22	Chapter 2. Text	Quiz 2. Chapter 2, due on Mon, 02/22
	Wed, 02/24	Chapter 3. Images	Assignment 1 due on Wed, 02/24
Week 8: February 29 th - March 4th			
	Mon, 02/29	Chapter 3. Images Review for the Midterm Exam	Quiz 3. Chapter 3, due on Mon, 02/29
	Wed, 03/02	Midterm Exam	Midterm Exam on Wed, 03/02
Week 9: March 7 – 11th			
	Mon, 03/07	Chapter 4. Sound	Assignment 2 due on Mon, 03/07
	Wed, 03/09	Chapter 4. Sound	Quiz 4. Chapter 4, due on 03/09
Week 10: March 14 – 18th			
	Mon, 03/14	Spring Break. No classes.	
	Wed, 03/16	Spring Break. No classes.	
Week 11: March 21 st – 25 th			
	Mon, 03/21	Chapter 5. Animation	Project Design due on Mon, 03/21
	Wed, 03/23	Chapter 5. Animation	Quiz 5. Chapter 5, due on Mon, 03/23
Week 12: March 28th – 31 st			

	Mon, 03/28	Chapter 6. Video	Assignment 3 due on Mon, 03/28
	Wed, 03/30	Chapter 6. Video	Quiz 6. Chapter 6, due on Wed, 03/30
Week 13: April 4 – 8th			
	Mon, 04/04	Chapter 10. Content and Talent	
	Wed, 04/06	Chapter 11. The Internet and Multimedia	Assignment 4 due on Wed, 04/06 Quiz 10. Chapter 10, due on Wed, 04/06
Week 14: April 11 – 15th			
	Mon, 04/11	Chapter 11. The Internet and Multimedia	
	Wed, 04/13	Chapter 11. The Internet and Multimedia	Assignment 5 due on Wed, 04/13
Week 15: April 18 – 22 nd			
	Mon, 04/18	Chapter 11. The Internet and Multimedia	Quiz 11. Chapter 11, due on Mon, 04/18
	Wed, 04/20	Chapter 12. Mobile Multimedia	
Week 16: April 25 – April 29th			
	Mon, 04/25	Chapter 12. Mobile Multimedia	Quiz 12. Chapter 12 due on Mon, 04/25
	Wed, 04/27	Chapter 13. Delivering	Project Producing and Testing due on Wed, 04/27
Week 17: May 2 nd – 6th			
	Mon, 05/02	Chapter 13. Delivering Review for the Final Exam	Quiz 13. Chapter 13 due on Mon, 05/02
	Sat, 05/07	Final Exam, 3:30 p.m.-5:30 p.m., CCT 407	Final Exam, 3:30 p.m.-5:30 p.m., CCT 407