	Ministry of Higher Education and Scientific Research - Iraq University of Technology-Iraq Department of Computer Science	

MODULE DESCRIPTOR FORM
نموذج وصف المادة الدراسية

Module Information
معلومات المادة الدراسية

Module Title	MULTIMEDIA SOFTWARE TOOLS	**Module Delivery**	
Module Type	CORE	**Theory** **Lecture** **Tutorial**	
Module Code	MUST214		
ECTS Credits	5		
SWL (hr/sem)	125		
Module Level	2	**Semester of Delivery**	1
Administering Department	Type Dept. Code	**College**	Type College Code
Module Leader	Nuha jameel ibrahim	**e-mail**	Nuha.j.ibrahim@uotechnology.edu.iq
Module Leader's Acad. Title	Asst. Professor	**Module Leader's Qualification**	Ph.D.
Module Tutor		**e-mail**	
Peer Reviewer Name		**e-mail**	
Review Committee Approval	20/05/2024	**Version Number**	1.0

Relation With Other Modules
العلاقة مع المواد الدراسية الأخرى

Prerequisite module	None	**Semester**	
Co-requisites module	None	**Semester**	

Module Aims, Learning Outcomes and Indicative Contents أهداف المادة الدراسية ونتائج التعلم والمحتويات الإرشادية	
Module Aims أهداف المادة الدراسية	some common objectives that multimedia software tools modules typically aim to achieve: 1. The multimedia software tools aims to describe the meaning of multimedia and its usage. 2. The multimedia software tools aims to teach students the tools and techniques to build and edit multimedia content. 3. Developing the skills and knowledge of students for design layout for multimedia files 4. Applications: The multimedia software tools provide the ability to use multimedia software designed to combine, manipulate and animate a variety of objects and data types in layouts appropriate for subsequent production to screen. 5. Provide the skills and knowledge required by an IT user to select and use a wide range of intermediate multimedia tools and techniques effectively to produce publications that are at times non-routine or unfamiliar. 6. The module aims to analyze the performance of select and use appropriate techniques to plan and communicate the content, design and layout of multimedia 7. Problem Solving and Implementation: The multimedia software tools modules provide the combination of display device and software to use that will overcome any constraints there may be in displaying different multimedia file. 8. understanding the stages of multimedia projects
Module Learning Outcomes مخرجات التعلم للمادة الدراسية	After studying the multimedia software tools course, students will be able to: 1. Explain the type of multimedia needed and the specification 2. Students should be able to Select and use appropriate techniques to plan and communicate the content, 3. Design and layout of multimedia products 4. Identify how the different elements of the content will be sourced and how they will relate in the design layout 5. Determine and use an appropriate combination of input device, software and input techniques to obtain 6. Combine information of different types or from different sources for multimedia

	7. Describe what combination of display device and software to use for displaying different multimedia file 8. Critical thinking and problem-solving skills: Students should develop critical thinking skills to use appropriate software for displaying multimedia files that will overcome any constraints.
Indicative Contents المحتويات الإرشادية	some indicative contents that you might find in a multimedia software tools module: **1. Characteristics of Multimedia Systems** **2. Multimedia Applications** **3. Multimedia systems versus Multimodal systems** **4. Classification of Multimedia Applications** **5. Digital Information and Interactivity** 1. Digital Information Representation 2. Advantage of digital representation 3. Drawbacks of digital representation 6. **Multimedia Authoring phases and parameters of evaluation authoring system** 1. Authorship and Multimedia Projects 2. Phases of Multimedia Authoring 3. Evaluation parameter of an Authoring System 7. **Content Authoring Tools** **8. Multimedia Authoring Tools and Distribution** 1. Tools of Authorship 2. Titles Authored 3. Authoring Applications 4. Authorship Sites Static 5. Sites Authored Dynamic 9. **Design and Development of Multimedia Projects / Project Documentation** 10. **Factors affecting Multimedia Design and Management** 11. **Multimedia Project Development Phases** 1. Style of interaction and interactive elements

	2. Technical Design 3. Types of tests 4. Multimedia project management alternative methodologies 5. Multimedia Project Creation
Learning and Teaching Strategies استراتيجيات التعلم والتعليم	
Strategies	some effective strategies: 1. Lecture-Based Instruction: Conducting traditional lectures can be a valuable strategy for introducing multimedia software tools concepts and theories. Provide clear explanations, examples, and visual aids to help students grasp the fundamental concepts. 2. Active Learning: Incorporate active learning strategies to engage students in the learning process. This can include group discussions, problem-solving activities, and hands-on coding exercises. Encourage students to participate actively, ask questions, and collaborate with their peers. 3. Practical multimedia software tools Assignments: Assign multimedia projects or assignments that allow students to apply the multimedia software tools principles they have learned. This hands-on experience helps reinforce their understanding and develops their skills. Provide feedback and guidance throughout the process. 4. Real-World Applications: Showcasing real-world applications of multimedia software tools can enhance students' motivation and understanding. 5. Online Resources and Interactive Tools: Utilize online resources and interactive tools to supplement classroom instruction. Point students to multimedia software tools tutorials, simulations, and multimedia platforms where they can practice multimedia tools. 6. Collaborative Learning: Encourage collaborative learning by assigning group projects or problem-solving tasks. This fosters teamwork and communication skills while allowing students to explore multimedia tools concepts together. 7. Assessment and Feedback: Provide regular assessments, such as quizzes or exams, to gauge students' understanding of multimedia software tools. Offer constructive feedback to help students identify areas for improvement. Consider incorporating both individual and group assessments to assess both individual comprehension and teamwork skills.

Student Workload (SWL) الحمل الدراسي للطالب			
Structured SWL (h/sem) الحمل الدراسي المنتظم للطالب خلال الفصل	78	**Structured SWL (h/w)** الحمل الدراسي المنتظم للطالب أسبوعيا	5
Unstructured SWL (h/sem) الحمل الدراسي غير المنتظم للطالب خلال الفصل	47	**Unstructured SWL (h/w)** الحمل الدراسي غير المنتظم للطالب أسبوعيا	3
Total SWL (h/sem) الحمل الدراسي الكلي للطالب خلال الفصل	125		

Module Evaluation
تقييم المادة الدراسية

		Time/Number	Weight (Marks)	Week Due	Relevant Learning Outcome
Formative assessment	**Quizzes**	2	10% (10)	5, 10,12	LO #1, 2, 7 and 8
	Assignments	1	10% (10)	2, 11	LO # 3, 4, 6 and 7
	Projects / Lab.	1	10% (10)	Continuous	
	Report	1	10% (10)	13	LO # 5, 6 and 8
Summative assessment	**Midterm Exam**	2 hr	10% (10)	7	LO # 1-7
	Final Exam	2hr	50% (50)	16	All
Total assessment			100% (100 Marks)		

Delivery Plan (Weekly Syllabus)
المنهاج الاسبوعي النظري

	Material Covered
Week 1	Characteristics of Multimedia Systems
Week 2	Multimedia Applications
Week 3	Multimedia systems versus Multimodal systems
Week 4	Classification of Multimedia Applications
Week 5	Digital Information and Interactivity
Week 6	Multimedia Authoring phases and parameters of evaluation of an authoring system ▪ Authorship and Multimedia Projects
Week 7	Mid Exam
Week 8	▪ Phases of Multimedia Authoring ▪ Evaluation parameter of an Authoring System

Week 9	Content Authoring Tools
Week 10	Multimedia Authoring Tools and Distribution ▪ Tools of Authorship ▪ Titles Authored ▪ Authoring Applications ▪ Authorship Sites Static ▪ Sites Authored Dynamic
Week 11	Design and Development of Multimedia Projects / Project Documentation
Week 12	Factors affecting Multimedia Design and Management
Week 13	Multimedia Project Development Phases ▪ Style of interaction and interactive elements ▪ Technical Design ▪ Types of tests
Week 14	▪ Multimedia project management alternative methodologies
Week 15	▪ Multimedia Project Creation
Week 16	Final Exam

Delivery Plan (Weekly Lab. Syllabus) المنهاج الاسبوعي للمختبر	
	Material Covered
Week 1	Quick scan
Week 2	Digital Audio ▪ Cakewalk
Week 3	▪ Cubase
Week 4	Image ▪ Adobe Photoshop
Week 5	▪ Adobe Premiere
Week 6	Graphics ▪ Macromedia Freehand
Week 7	▪ Blender
Week 8	Animation ▪ Animaker
Week 9	▪ Gif maker
Week 10	▪ Adobe animate
Week 11	Digital Video ▪ Movie maker

Week 12	▪ Video shop
Week 13	▪ adobe after effect
Week 14	Multimedia Authoring ▪ Macromedia Director
Week 15	▪ Macromedia Author ware

Learning and Teaching Resources مصادر التعلم والتدريس		
	Text	**Available in the Library?**
Required Texts	"MULTIMEDIA TOOLS AND APPLICATIONS" ,Juliu Azasoo, 2017	No
Recommended Texts	" Multimedia Technologies: Concepts, Methodologie Tools, and Applications", Syed Mahbubur Rahma Minnesota State University, Mankato, USA, **Informatio Science reference,** Volume 1, 2008.	No
Websites		

APPENDIX:

GRADING SCHEME مخطط الدرجات				
Group	**Grade**	التقدير	**Marks (%)**	**Definition**
Success Group (50 - 100)	**A** - Excellent	امتياز	90 - 100	Outstanding Performance
	B - Very Good	جيد جدا	80 - 89	Above average with some errors
	C - Good	جيد	70 - 79	Sound work with notable errors
	D - Satisfactory	متوسط	60 - 69	Fair but with major shortcomings
	E - Sufficient	مقبول	50 - 59	Work meets minimum criteria
Fail Group (0 – 49)	**FX** – Fail	مقبول بقرار	(45-49)	More work required but credit awarded
	F – Fail	راسب	(0-44)	Considerable amount of work required

Note:

NB Decimal places above or below 0.5 will be rounded to the higher or lower full mark (for example a mark of 54.5 will be rounded to 55, whereas a mark of 54.4 will be rounded to 54. The University has a policy NOT to condone "near-pass fails" so the only adjustment to marks awarded by the original marker(s) will be the automatic rounding outlined above.