	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 TECHNOLOGY			**Module Delivery**	
Module Type	CORE			**Theory** **Lecture** **Tutorial**	
Module Code	MUTE215				
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	Inaam S. Naser		**e-mail**	Inam.s.naser@uotechnology.edu.iq	
Module Leader's Acad. Title	Lecturer		**Module Leader's Qualification**	Ph.D.	
Module Tutor			**e-mail**		
Peer Reviewer Name			**e-mail**		
Review Committee Approval	01/06/2024		**Version Number**	1.0	

Relation With Other Modules العلاقة مع المواد الدراسية الأخرى			
Prerequisite module	PRDM125	**Semester**	2
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 technology aims to describe the meaning of multimedia technology and its usage. 2. The multimedia technology aims to teach students the tools and techniques to study the technologies and devices of multimedia. 3. Developing the skills and knowledge of students for design layout for multimedia projects 4. Applications: The multimedia technology provide the ability to use multimedia hardware to combine it with software's for these reasons. 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 computer with the IT knowledge. 7. Understanding the stages of multimedia projects.
Module Learning Outcomes مخرجات التعلم للمادة الدراسية	This program introduces students to the science of multimedia technology. Through a mix of classroom instruction and hands-on experience, students will be well prepared for success in today's rapidly growing communication fields. They gain a working knowledge of hardware, software, and equipment necessary for delivering effective communication for business, education, and entertainment. Leveraging advanced digital technology, students apply their knowledge and skills to create professional media for broadcast, corporate communications, web-based distribution and entertainment. Students also benefit from instruction in internet technology, social media, and the development of multi-touch textbooks. This course provides comprehensive hands-on experience with the internet through instruction in website development, project management, budgeting, as well as social and business networking. This program will enhance computer literacy, build communication skills, and yield work samples for an impressive portfolio in preparation for college and employment.
Indicative Contents المحتويات الإرشادية	some indicative contents that you might find in a multimedia technology module: Introduction to Multimedia Technology. Discuss the effects of multimedia in your daily life. Analog and Digital media.

	Multimedia Hardware and Software. Emerging Multimedia Research. Text and Graphics. Describe how to use text-related element in multimedia design correctly. Multimedia Production. Identify the future multimedia computing technologies. Web Applications. Multimedia Communication. Media Influence. Virtual reality.
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 technology 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 technology Assignments: Assign multimedia projects or assignments that allow students to apply the multimedia technology 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 technology 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 technology tutorials, simulations, and multimedia platforms where they can practice multimedia technology.

	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 technology concepts together. 7. Assessment and Feedback: Provide regular assessments, such as quizzes or exams, to gauge students' understanding of multimedia technology. 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	**Introduction to Multimedia Technology.**
Week 2	**Discuss the effects of multimedia in your daily life.**
Week 3	**Analog and Digital.**
Week 4	**Multimedia Hardware and Software**
Week 5	**Emerging Multimedia Research**
Week 6	**Text and Graphics**
Week 7	**Describe how to use text-related element in multimedia design correctly.**
Week 8	**Multimedia Production**
Week 9	**Identify the future multimedia computing technologies.**
Week 10	**Mid Exam**
Week 11	**Web Applications.**
Week 12	**Multimedia Communication.**
Week 13	**Media Influence.**
Week 14	**Virtual reality.**
Week 15	**Virtual reality softwares.**
Week 16	**Final Test**

Delivery Plan (Weekly Lab. Syllabus) المنهاج الاسبوعي للمختبر	
	Material Covered

Week 1	Adobe creative cloud • Light rooms
Week 2	Adobe creative cloud • After effects
Week 3	Adobe creative cloud • Illustrator
Week 4	Black magic design tools
Week 5	DaVinci garage band
Week 6	Microsoft Word
Week 7	Microsoft Excel
Week 8	Microsoft PowerPoint
Week 9	ANIMOTO
Week 10	Media Storage Device
Week 11	Brand Protection Software
Week 12	AI Tools • Grammarly
Week 13	AI Tools • ChatGPT
Week 14	Multimedia connection
Week 15	Evaluation Project discussion

Learning and Teaching Resources

مصادر التعلم والتدريس

	Text	Available in the Library?
Required Texts	"Multimedia making it work. Tay Vaughan.	No
Recommended Texts	"Multimedia Technologies: Concepts, Methodologies, Tool and Applications", Syed Mahbubur Rahman, Minnesota Sta University, Mankato, USA, **Information Science referenc** 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.