

Study programme(s): Computer Science				
Level: bachelor				
Course title: Multimedia				
Lecturer: Dragan Mašulović				
Status: elective				
ECTS: 4				
Requirements: ---				
Learning objectives In this course students shall acquire fundamental understanding of the methods, principles and the practice of developing multimedia products.				
Learning outcomes At the end of the course a successful student will understand the importance of multimedia in the modern world, the infrastructure needed to support modern multimedia, key elements of a multimedia product and the importance of authoring tools, the multimedia development process and the structure of intelligent interactive multimedia systems.				
Syllabus <ul style="list-style-type: none"> • A brief history of multimedia • Multimedia products and evaluation • Hardware and software support for modern multimedia products • Key elements of multimedia: text, graphics, digital audio, digital video and animation • Authoring tools • Multimedia and the internet • The multimedia development process • Intelligent interactive multimedia systems 				
Literature D. Cruse, L. Jordan: "HTML5 Multimedia Development Cookbook", Packt Publishing 2011 G. A. Tsihrintzis, M. Virvou, L. C. Jain, R. J. Howlett, T. Watanabe (Eds): "Intelligent Interactive Multimedia Systems and Services in Practice", Springer, 2016 Ch. W. Chen, P. Chatzimisios, T. Dagiuklas, L. Atzori (Eds): "Multimedia quality of experience (QoE) - Current status and future requirements", John Wiley & Sons, Ltd 2016				
Weekly teaching load				
Lectures: 1	Exercises : 2	Practical Exercises: 0	Student research: 0	Other: 0
Teaching methodology Blackboard lectures, demonstrations, Practical exercises				
Grading method (maximal number of points 100)				
Pre-exam obligations	points	Final exam	points	
<i>Colloquium 1</i>	30	<i>Practical exam</i>	40	
<i>Colloquium 2</i>	30			