



Broward Community College

Course Outline

STATUS: A

COMMON COURSE NUMBER: CGS 2872C

COURSE TITLE: Streaming Media for the Web

CREDIT HOURS: 3

CONTACT HOURS BREAKDOWN:

Lecture/Discussion 32

Lab 32

Other

Contact Hours/Week 4

CATALOG COURSE DESCRIPTION:

Prerequisite: CGS 1557C

Co requisite: None

Web developers use sophisticated graphic software (Fireworks or other similar software) to create interactive and stunning visuals that are easily integrated into dynamic web pages. Students will learn how to create graphics with vector and bitmap images, apply special effects, build buttons, rollovers, animated gifs, image maps, compare graphic formats, optimize web graphics and palettes, create and optimize streaming video and audio for web use.

UNIT TITLES:

1. Defining and identifying web graphics and streaming media
2. Using web graphics software
3. Creating and editing optimized web graphics
4. Importing and editing web graphics
5. Producing web components
6. Integrating sophisticated web components into web pages
7. Using streaming audio
8. Using streaming video

LAST REVIEW Academic Year 2004-2005 NEXT REVIEW Academic Year 2009-2010

9. Creating web pages with sophisticated web graphics
10. Creating web pages with streaming media

I. Course Overview:

Upon successful completion of this course, the students should be able to create sophisticated web graphics and streaming media to include in multimedia web projects.

II. Units:

Unit 1. Defining and identifying web graphics and streaming media.

General Outcome:

1.0 The students should be able to define and identify web graphics and streaming media work environments.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 1.1 Identify and define web graphics to simplify web creation workflow.
- 1.2 Identify and define streaming media.
- 1.3 Define trends in web graphics and streaming media.

Unit 2. Using Web Graphics Software

General Outcome:

2.0 The students should be able to use components of web graphics software.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 2.1 Identify the work environment.
- 2.2 Use the document window.
- 2.3 Use the toolboxes.
- 2.4 Use inspectors and toolbars.
- 2.5 Navigate and view documents.
- 2.6 Define import and export of web graphics.

Unit 3. Creating and Editing Optimized Web Graphics

General Outcome:

3.0 The students should be able to create and edit optimized web graphics.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

3.1 Create and edit graphics using object and image edit modes.

3.2 Edit path, text, effects, color and layers of objects.

3.3 Use composites, symbols, and instances with objects.

Unit 4. Importing and Editing Web Graphics

General Outcome:

4.0 The students should be able to import and edit web graphics.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 4.1 Import web graphics.
- 4.2 Export web graphics.
- 4.3 Work with palettes to optimize web graphics.
- 4.4 Use batch processing.
- 4.5 Work with web graphics in HTML editors.

Unit 5. Producing Web Components

General Outcome:

5.0 The students should be able to produce web components.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 5.1 Create image maps.
- 5.2 Create hotspots for image maps.
- 5.3 Export image maps.
- 5.4 Slice objects for export.
- 5.5 Create JavaScript rollovers.
- 5.6 Create GIF animations.
- 5.7 Create GIF transparencies.
- 5.8 Export web components to HTML editors.

Unit 6. Integrating Sophisticated Web Components into Web Pages

General Outcome:

6.0 The students should be able to integrate sophisticated web components into web pages.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

6.1 Place sophisticated web graphics and components into HTML editors.

6.2 Load web pages to server to test graphics.

6.3 Debug code and fix any errors in web pages within multiple browsers.

Unit 7. Using Streaming Audio

General Outcome:

7.0 The students should be able to use streaming audio.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

7.1 Determine choices of streaming audio.

7.2 Define bandwidth considerations.

7.3 Export voice, music, non-speech sound effects for streaming audio.

7.4 Integrate streaming audio into web pages.

7.5 Upload streaming audio into web pages.

7.6 Debug and fix errors in streaming audio for multiple browsers.

Unit 8. Using Streaming Video

General Outcome:

8.0 The students should be able to use streaming video.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

8.1 Determine choices of streaming video.

8.2 Define bandwidth considerations.

8.3 Export video for streaming video.

8.4 Integrate streaming video into web pages.

8.5 Upload streaming video into web pages.

8.6 Debug and fix errors in streaming video for multiple browsers.

Unit 9. Creating Web Pages with Sophisticated Web Graphics

General Outcome:

9.0 The students should be able to create web pages with sophisticated web graphics.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

9.1 Create a final project with sophisticated web graphics, which optimizes graphics for web delivery to multiple browsers.

Unit 10. Creating Web Pages with Streaming Media

General Outcome:

10.0 The students should be able to create web pages with streaming media.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

10.1 Create a final project with streaming media optimized for web delivery to multiple browsers.