



BROWARD COMMUNITY COLLEGE COURSE OUTLINE

LAST REVIEW:
2009-2010

NEXT REVIEW:
2014 - 2015

STATUS:
A

COURSE TITLE: Multimedia Authoring

COMMON COURSE NUMBER: DIG2500C

CREDIT HOURS: 3

CONTACT HOUR BREAKDOWN
(per 16 week term)

CLOCK HOURS:
(Voc. Course ONLY)

Lecture: **16** Lab: **32**
Clinic: Other: ~~32~~

PREREQUISITE(S): none

COREQUISITE(S): none

PRE/COREQUISITE(S): none

COURSE DESCRIPTION *(750 characters, maximum):* This course concentrates on entry-level skills in creating and implementing basic multimedia applications. The topics are covered in both theory and practice (hands-on). The software and hardware used in current industry-standard multimedia are covered in detail. Applications include multimedia design, authoring, and product delivery. The student uses many other feeder programs to complete his/her projects.

General Education Requirements – Associate of Arts Degree (AA), meets Area(s): Area
General Education Requirements – Associate in Science Degree (AS), meets Area(s): Area
General Education Requirements – Associate in Applied Science Degree (AAS), meets Area(s): Area

UNIT TITLES

- 1. Authoring Environments**
- 2. Role of Audience**
- 3. Authoring Projects**
- 4. Tutorials**
- 5. Export (Web & local content)**
- 6. Storyboards**
- 7. Presentations**
- 8. Media in Presentations**
- 9. Projects**



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EVALUATION:

Please provide a brief description (250 characters maximum) that details how students will be evaluated on the course outcomes.

1. **Research and survey of multimedia authoring**
2. **Evaluation of current authoring programs**
3. **Individual presentations**
4. **In-class assignments**
5. **Take-home assignments**
6. **Tutorial & project development**

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UNITS

Unit 1 Authoring Environments

General Outcome:

- 1.0 **The student shall: Survey and Test authoring environments**

Specific Measurable Learning Outcomes:

Upon successful completion of this unit, the student shall be able to:

- 1.1 **Research available authoring environments**
- 1.2 **Describe advantages & disadvantages of authoring environments**
- 1.3 **Test authoring environments**
- 1.4 **Create examples using authoring environments**
- 1.5 **Present authoring examples in class**



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Unit 2 Role of Audience

General Outcome:

2.0 The student shall: define and adapt authoring tools to audience

Specific Measurable Learning Outcomes:

Upon successful completion of this unit, the student shall be able to:

2.1 Research role of audience

2.2 Discuss role of audience

2.3 Create authoring projects adapting to specific audiences



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Unit 3 Authoring Projects

General Outcome:

3.0 The student shall: create projects with authoring software

Specific Measurable Learning Outcomes:

Upon successful completion of this unit, the student shall be able to:

3.1 Define authoring multimedia

3.2 Discuss platforms and use of multimedia

3.3 Create authoring projects

3.4 Edit and debug projects

3.5 Present authoring projects

3.6 Evaluate presentations



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Unit 4 Tutorials

General Outcome:

4.0 The student shall: create tutorials for training and testing.

Specific Measurable Learning Outcomes:

Upon successful completion of this unit, the student shall be able to:

- 4.1 Define tutorials as authoring tool**
- 4.2 Use tutorial programs to create projects**
- 4.3 Create demo, training, and testing of tutorial projects**
- 4.4 Edit and debug tutorials**
- 4.5 Present tutorials**
- 4.6 Evaluate tutorials**



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Unit 5 Export (Web & Local Content)

General Outcome:

5.0 The student shall: export multimedia projects as web and local content

Specific Measurable Learning Outcomes:

Upon successful completion of this unit, the student shall be able to:

- 5.1 Describe Exporting projects**
- 5.2 Discuss advantages and disadvantages of different export methods**
- 5.3 Export projects for Web and local content**
- 5.4 Test exports.**



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Unit 6 Storyboards

General Outcome:

6.0 The student shall: create storyboards for multimedia authoring.

Specific Measurable Learning Outcomes:

Upon successful completion of this unit, the student shall be able to:

6.1 Research storyboard software and methods

6.2 Create storyboard for each multimedia project

6.3 Evaluate and edit storyboards



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Unit 7 Presentations

General Outcome:

7.0 The student shall: create projects with Presentation software

Specific Measurable Learning Outcomes:

Upon successful completion of this unit, the student shall be able to:

7.1 Define presentation software

7.2 Discuss advantages and disadvantages of presentation software

7.3 Use presentation software to create projects

7.4 Edit and debug project

7.5 Present project

7.6 Evaluate project



Common Course Number: DIG2500C

Unit 8 Media in Presentations

General Outcome:

8.0 The student shall: use media in creating presentations

Specific Measurable Learning Outcomes:

Upon successful completion of this unit, the student shall be able to:

8.1 Define media

8.2 Discuss media available

8.3 Use media when creating projects

8.4 Edit and debug media components

8.5 Present projects with media

8.6 Evaluate media in projects



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Unit 9 Projects

General Outcome:

9.0 The student shall: complete required projects with skills learned.

Specific Measurable Learning Outcomes:

Upon successful completion of this unit, the student shall be able to:

9.1 Use previous tools to create multimedia authoring projects.

9.2 Edit & debug projects

9.3 Present projects

9.4 Evaluate projects.