

EST 573 Design of Multimedia Courseware

3 credits

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Office Hours	Thursday 4 – 5:30 Or by appointment	Mtg. Time	Tu/Th 5:30 – 8:55

Text:

“Developing Multimedia Courseware” by Fred Riley

http://www.hull.ac.uk/itfi/bk_dnlid.html

Description:

This course was designed for schoolteachers, corporate trainers, and multimedia specialists who are interested in the use of multimedia design techniques as a teaching tool. The class is half lecture and half hands-on training in multimedia production tools. Students have a term project for which they have to create a courseware prototype.

Course material covers the process of developing educational software from design through execution and field-testing. Digital media tools and production techniques, authoring systems, and even novel interface technologies are explored. Computer-human interaction and instructional design concepts are emphasized. Research, commercial, and legal aspects of software development are also discussed.

Students must develop an educational software prototype as their term project. In-class exercises will help them to produce their multimedia application.

Summer Session I, 2009, 3 credits, Letter graded (A, A-, B+, etc.)

Prerequisite: EST 565 or permission of instructor.

Co-requisite: EST 570 or permission of instructor.

Goals:

To comprehend the process of developing educational software, and the tasks, skills, and tools required. A minimum-to-moderate proficiency with some digital media tools and an authoring system is expected by the end of the term.

To be able to conceive and design learning software that leverages the benefits of multimedia computing.

Requirements:

Students will individually develop a multimedia courseware prototype as their term project. The project will have 2 benchmarks: a GUI design and a video presentation. The final project, developed in Adobe Flash, synthesizing graphics, audio, text, animation, and video will be presented on the last day of class. The final project will be supported by a project web site (and documentation) developed iteratively throughout the course.

Resources:

Multimedia lab - <http://www.mm.cs.sunysb.edu/>

Class wiki and calendar - <http://xsr2.mm.cs.sunysb.edu/groups/573/>

Class web page - <http://www.mm.cs.sunysb.edu/573/>

Web links - <http://www.mm.cs.sunysb.edu/573/573resources.htm>

Lecture material - <http://www.mm.cs.sunysb.edu/573/573lectures.htm>

Evaluation:

25% GUI design

25% Video presentation

25% Software prototype

25% Project documentation (web site)

Class participation and attendance will be a factor in student evaluations.

Course Schedule:

Week	Topic	Required Reading
1	Orientation	Chapter 1
2	Graphics	Chapter 2
3	Audio	Chapter 3
4	Video	Chapter 4

- 5 Animation
- 6 Interaction
- 7 Implementation

Examinations:

None