



## Course syllabus

Faculty Board of Science and Engineering  
School of Computer Science, Physics and Mathematics

1ME102 Design av interaktiva medier, 15 högskolepoäng  
Design of Interactive Media, 15 credits

**Main field of study**

Media Technology

**Subject Group**

Media Production

**Level of classification**

First Level

**Progression**

G1F

**Date of Ratification**

Approved by the Board of the School of Computer Science, Physics and Mathematics  
2009-09-08

Revised 2011-10-31. Literature lists are revised.

The course syllabus is valid from spring semester 2012

**Prerequisites**

General entry requirements and Web design (1ME101), 15 credits or the equivalent.

## Objectives

- understand various aspects of multimedia, such as narration and accessibility
- independently be able to design and edit digital media
- be able to design dynamic, multimedia applications
- understand and be able to practice principles of design of interactivity among users and multimedia applications
- know how to program interactivity with script languages for multimedia tools.

## Content

The course handles:

- how to communicate with sound --physical properties, sound, editing, sound format, hardware, adaptive sound, language of sounds
- how to communicate with images --edit, format, compression, pictorial language
- how to communicate with text --font, readability, language
- how to create multimedia --authoring tools, script programming, interactivity, design methods, accessibility.

## Type of Instruction

The campus course is based mainly on lectures, seminars, tutorials and practicals.

For distance course, the communication is conducted through a learning management system over the Internet.

Practical work is conducted individually or in groups. Attendance is mandatory for some sessions.

## Examination

The course is assessed with the grades Fail (U), Pass (G) or Pass with Distinction (VG).

Written examination and/or assignments which are presented orally and/or in written form. The assessment method is decided at the start of the course.

Students who do not pass the regular examination are given the opportunity to do a resit examination shortly after the regular examination. Hand-in assignments must always be submitted by the due date.

On request, students may have their credits translated to ECTS-marks. Such a request must be sent to the examiner before the grading process starts.

## Course Evaluation

A course evaluation will be carried out at the end of the course in accordance with the guidelines of the University. The result of the course evaluation will be filed at the department.

## Required Reading and Additional Study Material

### **Required reading**

Chapman, N. & Chapman, J. *Digital Multimedia* Chichester, Wiley, latest edition.

WINNIE, D. 2011. *Fundamentals of Actionscript 3.0 : develop and design*, Berkeley, Peachpit Press, latest edition.

DFM, *Web based material*, Linnæus University, current year, app. 300 pages.