Linnæus University

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Course syllabus

Faculty of Technology
Department of Media Technology

4ME302 Grunderna i IT-baserade medier, 7,5 högskolepoäng
Foundations of Computational Media, 7.5 credits

Main field of study
Media Technology

Subject Group
Media Production

Level of classification
Second Level

Progression
A1N

Date of Ratification
Approved by Faculty of Technology 2014-10-03
The course syllabus is valid from autumn semester 2015

Prerequisites
22.5 credits at G2F level in Media Technology or the equivalent.

Objectives
Upon completion, the student should be able to:

- understand and explain different abstract representations of media
- understand and explain different techniques for creation, persistence, delivery, and playback of all media types
- use current tools for manipulation of media
- understand and explain the Internet infrastructure necessary for distribution of media.

Content
Recent developments in digital technologies have transformed the Internet from a predominantly text-based medium to one comprising all forms of media, including, images, animations, audio and video. Active participation in this new world requires an understanding of the fundamentals of the new media types and enabling technologies and tools for media manipulation. The course will give students the theoretical and practical foundation for all forms of computational media.

The course comprises:

- Presentation and discussion of different approaches for abstract representation of media.
- Presentation and hands-on work with different techniques for creation,

persistence, delivery and playback of media.
- Presentation and discussion of different technologies for using the Internet as a platform for distribution of media.
- Investigation and discussion of legal consequences related to digital media on the Internet.

Type of Instruction
Lectures, seminars and workshops.

Examination
The course is assessed with the grades A, B, C, D, E, Fx or F.
The grade A constitutes the highest grade on the scale and the remaining grades follow in descending order where the grade E is the lowest grade on the scale that will result in a pass. The grade F means that the student's performance is assessed as fail (i.e. received the grade F).

Assessment in this course will be comprised of: written and/or oral examinations, assignments as well as mandatory seminar work. At the beginning of the course it will be decided on what types of assessment will be used.

Students who do not pass the regular examination are given the opportunity to do a reexamination shortly after the regular exam.

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.

Credit Overlap
This course cannot be part of a degree in combination with another course in which the content fully or partly correspond to the content of this course: 4ME102 Foundations of Computational Media, 7.5 credits

Other
Grade criteria for the A–F scale are communicated to the student through a special document. The student is to be informed about the grade criteria for the course by the start of the course at the latest.

Required Reading and Additional Study Material
Required Reading
Burg, J. (2008). *The Science of Digital Media*. Prentice Hall. Latest Edition. 512 (512) pages.

DFM, *Distributed materials*, 400 pages.