Proposed Academic Year	2021/ 2022	Last Reviewed Academic Year	2020/2021
Course Code	INTE408	Course Title	Multimedia Design and Animation II
Credit hours	3	Level of study	Undergraduate
College / Centre	COBA	Department	MIFS
Co-requisites	None	Pre-requisites	INTE 240

1. COURSE OUTLINE

The course Multimedia design and animation is built on the Multimedia I. The course is designed to equip student's with deep skills to apply and demonstrate multimedia design and animation. The course will cover advanced multimedia design and animation tools i.e. 2D/3D designing, instructional designing, Interactive Media, and advanced animation.

2. AIMS

This course aims to enable the students with skills and knowledge of multimedia, graphic designing and animation processes. The course will equip the students with the main skills about visual graphical communicative business problems.

3. LEARNING OUTCOMES, TEACHING, LEARNING, ASSESSMENT METHODS, and Graduate Attributes Mapping

Learning Outcomes (Definitive) Upon successful completion of this course, students will be able to:	Teaching and Learning methods (Indicative)	Assessment (Indicative)	Graduate Attributes Mapping
1. Develop a conceptual map of content and process for interactive multimedia instructions	Lectures, Seminars, Case Studies, Group work, Presentations, and Lab Work	Class Presentation, Written Examination, Class Presentation, Written Examination, Assignment Project	Knowledge of a discipline.
2. Develop and apply concepts for advance media by	Lectures, Seminars, Case Studies, Group work, Presentations, and Lab Work	Class Presentation, Written Examination, Class Presentation, Written Examination, Assignment Project	Knowledge of a discipline. Commitment to national development and Omani ethical values. Innovative spirit.

using multimedia products				Global insight.
3. Identify and Asses an appropriate media delivery technique for different information types.	Lectures, Seminars, Case Studies, Group work, Presentations, and Lab Work	Class Presentation, Written Examination, Class Presentation, Written Examination, Assignment Project		Knowledge of a discipline. Commitment to national development and Omani ethical values. Innovative spirit. Global insight.
4. Apply advanced principles and techniques of animations	Lectures, Seminars, Case Studies, Group work, Presentations, and Lab Work	Class Presentation, Written Examination, Class Presentation, Written Examination, Assignment Project		Knowledge of a discipline. Commitment to national development and Omani ethical values. Innovative spirit. Global insight.

4. ASSESSMENT WEIGHTING

Assessment	Percentage of final mark (%)
Final	30
Mid	30
Assignment	30
Participation	10
TOTAL	**100%**

5. ACHIEVING A PASS

Students will achieve 3 credit hours for this course by achieving a minimum overall score of 50%

6. COURSE CONTENT (Indicative)

LECTURE TOPIC	TIME (HOURS)
Review to Multimedia design and animation I	04
Introduction to Multimedia Design and animation II	05
Making Still Images	05
The Power of Sound	06
Multimedia Using Video	06

Multimedia Authoring Concepts and Practice:	04
Explaining the Basic Features of Macromedia Director and Adobe Flash	07
Concept of Animation	08
TOTAL HOURS	**45**
Plus, **RECOMMENDED INDEPENDENT STUDY HOURS**	
TOTAL COURSE HOURS	**45**

7.   RECOMMENDED READING

Core text/s:

William Vaughan - Digital Modeling-New Riders (2012) Multimedia: Making It Work, Ninth Edition
9th Edition
By Tay Vaughan
© 2014
| Published: May 6, 2014

Library + online resources:
ASU library
ASU online resources (ProQuest and e-library) and
Sultan Qaboos University Library.