

Virginia Western Community College

ART 130

Introduction to Multimedia

Prerequisites

None

Course Description

Introduces the student to the basic components of multimedia: text, graphics, animation, sound, and video, and explores how they combine to create a multimedia product. Emphasizes the design aspects of multimedia projects and teaches the techniques required to develop a presentation.

Semester Credits: 3

Lecture Hours: 2

Studio Hours: 2

Required Materials

Textbook:

None

Other Required Materials:

- Portable storage device – jump drive or pocket drive

Course Outcomes

At the completion of this course, the student should be able to:

- Design different basic multimedia products using industry standard software as a tool
- Demonstrate skills to proceed to the next level of multimedia design
- Converse in the language of multimedia design and develop a technical vocabulary
- Apply aesthetics based on fundamental design principles to multimedia works

Topical Description

1	The basic concept and design of a multimedia project
2	How text, graphics, animation, sound and video integrate into a cohesive project
3	The concept of sequential imagery as it applies to storyboarding and scripting
4	Development of a prototype
5	The aesthetic and technical vocabulary pertinent to multimedia design
6	The types of multimedia currently in use

Notes to Instructors