

# 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**

[ADA Statement \(PDF\)](#)

[Title IX Statement \(PDF\)](#)