

103-006 Multimedia Authoring

Credit Points:	12.500
Level:	Undergraduate
Dates & Locations:	This subject is not offered in 2008.
Time Commitment:	Contact Hours: A 2.5-hour workshop/tutorial per week Total Time Commitment: Not available
Prerequisites:	Successful completion of or basic computing skills such as creating and saving files, use of mouse and keyboard, and so on.
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	<p><p>For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry.</p> <p>It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: http://services.unimelb.edu.au/disability</p></p>
Coordinator:	Dr Michael Arnold
Subject Overview:	<p>This subject offers students the opportunity to develop practical skills in the design and construction of an interactive multimedia product and provides a balance in skills based training with applied personal creativity. Students who successfully complete this subject will demonstrate the ability to take a project through all stages, including creating and negotiating a concept; storyboarding the design; creating and acquiring constituent media - images, video, sound, animation and text; scripting for interactivity and functionality; and finally, distribution. Students will develop an understanding of the characteristics of interactive multimedia, its strengths and weaknesses relative to other media, and will be able to critically review and appraise the design of contemporary multimedia products.</p>
Assessment:	<p>Written work totalling 1000 words and a multimedia product equivalent to 3000 words. A statement of concept for multimedia product 10% (due at the beginning of semester), design and construction of multimedia product 70% (due at the end of semester), a written critique of the multimedia form of 800 words 10% (due in week 4) and continuous demonstration of technical skills 10%. Students will be given the opportunity to participate in group work.</p>
Prescribed Texts:	None
Recommended Texts:	Information Not Available
Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	<ul style="list-style-type: none"> # develop skills in written and oral communication; # conduct independent research; # make appropriate use of primary and secondary sources in mounting an argument; # form defensible judgements based on a critical evaluation of conflicting arguments.

Notes:	Formerly available as 103-201/301. Students who have completed 103-201 or 103-301 are not eligible to enrol in this subject. For credit to an art history major the multimedia product must be approved by the School of Historical Studies.
Related Course(s):	Bachelor of Arts Bachelor of Arts(Media and Communication) & Bachelor of Commerce Bachelor of Arts(Media and Communications)