

SILABUS

Mata Kuliah : **MULTIMEDIA APPLICATION DEVELOPMENT**
Kode/bobot/Semester : **ISH4I3 / 3 sks / 6**

Capaian Pembelajaran Matakuliah (CP-MK):

Upon completion of this subject, students should be:

1. Able to demonstrate a good attitude by responsible on the task given independently;
2. Able to perform independently as well as within teamwork in quality and measurable manner;
3. Able to communicate effectively using verbally as well as using technology;
4. Able to implement appropriate multimedia elements to produce multimedia product;
5. Able to incorporate multimedia elements into multimedia project in form of website using authoring tools;
6. Able to demonstrate a creative and innovative thinking.

Kemampuan yang direncanakan tiap tahapan belajar (Sub-CP-MK):

Upon completion of this subject, students should be:

1. Able to understands common multimedia terms and describe the used of multimedia in different environments;
2. Able to understands the potential and limitations of text and the ways in which text can be leveraged in multimedia presentation/system;
3. Able to compare and contrast the GUI based on multimedia contents used;
4. Able to differentiate and describe the capabilities and limitations of image type;
5. Able to use image editing and design tools;
6. Able to compare and contrast the use of MIDI and digitized audio in a multimedia production;
7. Able to record and edit digital audio using audio editing tools;
8. Able to determine when and how to use animation in multimedia project;
9. Able to create computer-generated animations from multiple still images;
10. Able to understand the implications of using digital video in multimedia;
11. Able to shoot or edit video for use in multimedia;
12. Able to implement the four primary stages in a multimedia project;
13. Able to understand and use the intangible elements needed to make good multimedia;
14. Able to understand the current state of multimedia on the Web and tools for the World Wide Web;
15. Able to employ the basic method for displaying elements of multimedia on a web page;
16. Able to include text on the web page;
17. Able to play audio/embed sound within the site;
18. Able to include images, animation and video on the web page without plug-in;
19. Able to use authoring tools to weave multimedia elements into one bundle of multimedia product in for of website.

Pokok Bahasan (Subject Matter):

Introduction to Mutimedia, Multimedia Elements (Text), Multimedia Elements (Images), Multimedia Elements (Sound), Multimedia Elements (Animation), Multimedia Elements (Video), Making Multimedia, The Internet and Multimedia, Designing for the World Wide Web, Final Assignment: Multimedia Project in Form of Website.

Pustaka Utama:

1. Tay Vaughan, Multimedia: Making It Work (Eighth Edition), Mc Graw Hill, 2010

Pustaka Penunjang :

1. Alan Cooper et al, About Face 3 : The Essentials of Interaction Design., Wiley, 2007
2. Smashing Book 5: Real-Life Responsive Web Design., Smashing Magazine, 2015