Subject code	Credits
INF2029	4

Title

K RYBIN SMULTIMEDIJOSPAGRINDAI

Title in English

BASICS OF CREATIVE MULTIMEDIA

Subject goal and annotation

Course provides practical skills and experience associated with the project or the final product release. Students are going to learn the basics of the process and are going to try to apply it in a practical task. The aim of this course is to learn to analyse the existing products and to find the most effective technologies to create their own project, which should be competitive to similar products. Moreover, students are going to compare their final projects to other student projects and to similar projects in market and evaluate it.

Prerequisites

Undergraduate courses: Basics of audio-video technology

Relationship between the learning outcomes of the Programme and learning outcomes of the subject

Learning outcomes of the Programme	Learning outcomes of the subject	Criteria for measuring the achievement of learning outcomes
6. Knowledge of Internet and multimedia products development, their commercial and social impact.	Knowledge and understanding of multimedia products, their commercial and social importance.	Student demonstrates the ability to analyse products, commercial and social impact.
4. Knowledge of basic and advanced multimedia theories and applications, ability to apply it.	Knowledge and understanding of computer science and multimedia applications.	Student demonstrates the knowledge of multimedia applications.
11. Analysis, design and development of advanced Multimedia systems.	Rate multimedia products or projects.	Student demonstrates the ability to analyse and evaluate project.
15. Clear and convincing presentation of problems and solutions to experts and non-experts using ground knowledge, reasoning, relevant presentation tools and methods.	Working in team. Presenting results.	Students groups present their project to their colleagues and lecturer.
18. Critical analysis of Internet and multimedia projects context and their influence to business, culture and society.	Working in team. Presenting results.	Student present critical analysis of Internet and multimedia project.

Subject content

	Lecture topics and contents	Hours
1.	Knowledge of basic multimedia technologies	3
2.	Knowledge of multimedia commercial and social impact	6
3.	Multimedia product evaluation	6
4.	Ideas and script preparation	9
5.	Preparation of the project	12
6.	Project	18
7.	Project presentation	6
	Total	**60**

Practical work contents

Problems should be presented and described.
1. Analysis of the project.
2. Technologies, techniques and equipment incorporation with the project.

3.	Competitiveness of the project
4.	Standards

Evaluation of study results

Final written exam (50%), mid-term written exam (17%), and assessments of laboratory (practical) work (33%).

Distribution of subject study hours

Lectures	0
Laboratory work	60
Individual studies (including studies in groups, preparation for the mid-term and final exams)	44
Total	**104**

Recommended literature

No	Authors of publication and title	Number of copies available		
		in the Library of VMU	*in specialized publication collections at VMU*	*in other libraries*
Main literature				
1.	The essence of Human-Computer Interaction		1	
2.	Ze-Nian Li and Mark Drew, Fundamentals of Multimedia		1	
3.	Introducing Microsoft Silverlight		1	
Additional literature				
1.	An Introduction to 3D Computer, 2007, Graphics, Autodesk	1		
2.	Essential CG lightening Techniques	1		
3.	Tomas Akenine and Eric Haines, Real-Time Rendering	1		

Subject prepared and coordinated by

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