



LEAD CITY UNIVERSITY
Faculty of Arts and Education
Department of Library and Information Science

COURSE PARTICULARS

Course Code: LIS 218
Course Title: Multimedia Information Resources
No. of Units: 2
Status: Required

LECTURER DETAILS

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Areas of Specialization: Multimedia

COURSE DESCRIPTION

This course introduces computer-based multimedia theory, concepts, and applications. Topics include desktop publishing, hypermedia, presentation graphics, graphic images, animation, sound, video, multimedia on the World Wide Web and integrated multimedia authoring techniques.

COURSE OBJECTIVES

The objective is to equip students to be able to:

- Describe and discuss current trends in multimedia by experiencing a variety of applications and development packages
- Explain the preproduction process including content acquisition and development, process flow, team management and integration, and legal issues surrounding multimedia
- Demonstrate technical knowledge and limited proficiency in designing production elements in each of the multimedia disciplines
- Create a multimedia project for the desktop or Internet

ASSESSMENT

Class Attendance	5 marks
Test(s) and Assignments	25 marks
Final Examination	70 marks

LECTURE PLAN

Week	Topic
Week 1	Multimedia Overview – Definition of Multimedia, Examples of individual content forms combined in multimedia; Categorization of multimedia; Major characteristics of multimedia; Multimedia Usages; Structuring information in a multimedia form. Multimedia Applications
Week 2	Text: Combined use of Text, graphics, sound, animation, and video. - Content (media), A content format; Text Writing, Means for recording information, Tools and materials. A Brief history of writing.
Week 3	Image and Graphic – (i) Definition of Image, Type of Images, Characteristics of Images. Graphics- Definition of Graphics; History of graphics; Drawing, Printmaking; Etching, Line Art, Illustration, Diagrams, Symbols, Maps, Photography, Engineering drawings, Computer Graphic, Web graphic; Use of Graphic and graphic in education.
Week 4	Sound – Definition, Acoustics; Physics of sound; Perception sound
Week 5	Animation – Definition; history; technique and type of animations.
Week 6	Hypermedia – Definition; Hypermedia development tools, HTML
Week 7	Hyper studio resources; Introduction, and Hyper studio 5
Week 8	Instructional design; Definition and models
Week 9	Internet resources
Week 10	Practical - A primary objective is to teach how to develop multimedia programs.
Week 11	Practical - Another objective is to demonstrate how still images, sound, and video can be digitized on the computer.
Week 12	Revision and Test

READING LIST

TUTORIAL QUESTIONS (2016/2017)

1.
 - a. Define multimedia.
 - b. List and discuss individual content forms in multimedia
 - c. Discuss five organizations that are involved in the use of Multimedia

2.
 - a. Define Text form of multimedia.
 - b. Discuss in detail the historical development of writing
 - c. State both old and new writing tools

3.
 - (a) Write short note on Graphics.
 - (b) What are the major characteristics of image?
 - (c) State the differences between moving images and stilled images.

4.
 - (a) Define Sound
 - (b) What are the elements of sound perception?
 - (c) What is Sound recording and sound production?
 - (d) List the types of recording format

5.
 - (a) What is Video?
 - (b) Identify the types of video formats
 - (c) What are the characteristics of video?

6.
 - (a) What is animation?
 - (b) Discuss in detail all techniques of animation known to you.

7.
 - (a) What is the difference between hyperlink, hypertext and hypermedia.
 - (b) What is HTML?
 - (c) What is the usage of HTML in multimedia?

8.
 - (a) Discuss interactivity in multimedia
 - (b) List and discuss interactivity digital media tools
 - (c) What is Hyper studio interactive software?

9.
 - (a) What is instructional system design?
 - (b) State the functions of Instructional Design in modern library and information practices

10.
 - (a) Define Internet
 - (b) State the effect of internet in multimedia production and usage in 21st century