NOVA COLLEGE-WIDE COURSE CONTENT SUMMARY
ART 130 – INTRODUCTION TO MULTIMEDIA (3 CR.)

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.
Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

General Course Purpose

To educate the student in theories and concepts of design as it pertains to the multimedia environment and to teach the skills and techniques necessary to create a multimedia product.
To provide hands-on experience with the basic set-up and operation of the microcomputer and familiarize the student with the application software pertinent to multimedia design and development

Course Prerequisites/Corequisites

No prerequisite. Familiarity with computer and graphic design are recommended

Course Objectives

Upon completion of the course, the student will 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

Major Topics to be Included

- The basic concept and design of a multimedia project.
- How text, graphics, animation, sound and video integrate into a cohesive work of art.
- The concept of sequential imagery as it applies to storyboarding and scripting. Development of a prototype.
- The aesthetic and technical vocabulary pertinent to multimedia design.
- The types of multimedia currently use