Course guide
320121 - CM - Multimedia Content

Last modified: 19/04/2023

Unit in charge:	Terrassa School of Industrial, Aerospace and Audiovisual Engineering
Teaching unit:	717 - DEGD - Department of Engineering Graphics and Design.

Degree:	BACHELOR'S DEGREE IN AUDIOVISUAL SYSTEMS ENGINEERING (Syllabus 2009). (Compulsory subject).

Academic year: 2023   **ECTS Credits:** 6.0   **Languages:** Catalan, Spanish

LECTURER

Coordinating lecturer: Jorge Martín Giménez

Others:

PRIOR SKILLS

It is recommended to have passed the subjects of informatics.

DEGREE COMPETENCES TO WHICH THE SUBJECT CONTRIBUTES

Specific:
CE25-ESAUD. Ability to create, encode, manage, disseminate, and distribute multimedia content, taking into account criteria of usability and accessibility of audiovisual, broadcasting, and interactive services. (Specific Technology Module: Sound and Image)

TEACHING METHODOLOGY

LEARNING OBJECTIVES OF THE SUBJECT

Introduce the student to different multimedia design and production tools. Assimilate usability and accessibility criteria.
Apply the assimilated design concepts to develop web and mobile applications, as well as accessible interactive multimedia and adapted to the usability needs of users.

STUDY LOAD

Type	Hours	Percentage
Self study	90,0	60.00
Hours small group	45,0	30.00
Hours large group	15,0	10.00

Total learning time: 150 h

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CONTENTS

Introduction to graphics

Description:
Graphic design concepts
Usability concepts
Retouching and creating digital images with Photoshop

Related activities:
Create and adapt images with graphic and usability criterias
Prototyping

Full-or-part-time: 20h
Theory classes: 2h
Laboratory classes: 6h
Self study : 12h

(ENG) Html5

Description:
Html
Css
Javascript

Related activities:
Develop the proposed Html5 exercises.

Full-or-part-time: 32h
Theory classes: 3h
Laboratory classes: 9h
Self study : 20h

(ENG) Web and mobile applications

Description:
Development of web and mobile applications
XReality

Related activities:
Applications design and development.

Full-or-part-time: 46h
Theory classes: 4h
Laboratory classes: 12h
Self study : 30h

(ENG) 2D and 3D content creation

Description:
Modelling
Texturing
Animation
Render

Related activities:
2d and 3d content creation for integration and applications

Full-or-part-time: 46h
Theory classes: 4h
Laboratory classes: 12h
Self study : 30h

(ENG) Oral/written evaluations

Description:
2 Oral/written evaluations

Full-or-part-time: 6h
Theory classes: 6h

GRADING SYSTEM

First written or oral evaluation: 20%
Second written or oral evaluation: 20%
Work I: 20%
Work I: 20%
The attendance and passing of the practices is obligatory: 20%

For those students who meet the requirements and submit to the reevaluation examination, the grade of the reevaluation exam will replace the grades of all the on-site written evaluation acts (tests, midterm and final exams) and the grades obtained during the course for lab practices, works, projects and presentations will be kept.
If the final grade after reevaluation is lower than 5.0, it will replace the initial one only if it is higher. If the final grade after reevaluation is greater or equal to 5.0, the final grade of the subject will be pass 5.0.

BIBLIOGRAPHY

Basic:
- Beati, Hernán. HTML5 y CSS3 para diseñadores [on line]. Barcelona: Marcombo, 2015 [Consultation: 19/09/2022]. Available on: https://www-ingebook-com.recursos.biblioteca.upc.edu/ib/NPcd/IB_BooksVis?cod_primaria=1000187&codigo_libro=9768. ISBN 9788426722621.
- Braun, Kelly [et al.]. Usabilidad: los sitios hablan por sí mismos. Madrid: Anaya Multimedia, 2003. ISBN 8441514763.

Complementary:
- Kuryanovich, Egor [et al.]. Desarrollo de juegos en HTML5. Madrid: Anaya Multimedia, 2012. ISBN 9788441532021.

RESOURCES

Other resources:
The resources will be published in Atenea campus.