320121 - CM - Multimedia Content

Coordinating unit: 205 - ESEIAAT - Terrassa School of Industrial, Aerospace and Audiovisual Engineering
Teaching unit: 717 - EGE - Department of Engineering Presentation
Academic year: 2019
Degree: BACHELOR'S DEGREE IN AUDIOVISUAL SYSTEMS ENGINEERING (Syllabus 2009). (Teaching unit Compulsory)
ECTS credits: 6
Teaching languages: Catalan, Spanish

Teaching staff
Coordinator: Jorge Martín Giménez

Prior skills
It is recommended to have passed the subjects of informatics.

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 applications, as well as accessible interactive multimedia and adapted to the usability needs of users.

Study load

<table>
<thead>
<tr>
<th>Total learning time: 150h</th>
<th>Hours large group:</th>
<th>15h</th>
<th>10.00%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hours medium group:</td>
<td>0h</td>
<td></td>
<td>0.00%</td>
</tr>
<tr>
<td>Hours small group:</td>
<td>45h</td>
<td></td>
<td>30.00%</td>
</tr>
<tr>
<td>Self study:</td>
<td>90h</td>
<td></td>
<td>60.00%</td>
</tr>
</tbody>
</table>
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## Content

<table>
<thead>
<tr>
<th>Introduction to graphics</th>
<th>Learning time: 22h</th>
</tr>
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<tbody>
<tr>
<td></td>
<td>Theory classes: 3h</td>
</tr>
<tr>
<td></td>
<td>Laboratory classes: 9h</td>
</tr>
<tr>
<td></td>
<td>Self study : 10h</td>
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</tbody>
</table>

**Description:**
- Photoshop
- Illustrator
- Graphic design
- Usability

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

<table>
<thead>
<tr>
<th>(ENG) Html5</th>
<th>Learning time: 46h</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Theory classes: 4h</td>
</tr>
<tr>
<td></td>
<td>Practical classes: 12h</td>
</tr>
<tr>
<td></td>
<td>Self study : 30h</td>
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</tbody>
</table>

**Description:**
- Html
- Css

**Related activities:**
- Develop the proposed Html5 exercises.

<table>
<thead>
<tr>
<th>(ENG) Web Applications</th>
<th>Learning time: 28h</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Theory classes: 2h</td>
</tr>
<tr>
<td></td>
<td>Practical classes: 6h</td>
</tr>
<tr>
<td></td>
<td>Self study : 20h</td>
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</tbody>
</table>

**Description:**
- App's with Phaser framework
- App's with Processing

**Related activities:**
- App's design with Phaser
- App's design with Processing
Qualification 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:


Complementary:


Others resources:

The resources will be published in Atenea campus.