

FOUNDATION DEGREE IN SCIENCE, IMEDIA

YEAR 1

ART AND DESIGN APPLICATIONS

This module covers multimedia features and uses of 2D art and design applications, such as painting, drawing typographic (Adobe Illustrator and PhotoShop) and desktop publishing tools (QuarkXpress). Awareness of traditional and digital art and design practices are taught, in order to develop innovative approaches

FUNDAMENTALS OF COMPUTING

The aim of this module is to covers basic concepts of computer systems, hardware, software, operating systems and networks. Awareness of the differences between various platforms, operating systems and the implications for multimedia designers, e.g. cross-platform issues, is considered essential.

ANIMATION TECHNIQUES

This module covers the creation of web animation using Macromedia Flash, an introduction to 3D creation using 3DStudioMax and QTVR products and techniques.

VISUAL PROGRAMMING

This module covers principles of computer programming and the practice of programming graphical user interfaces. It will introduce a range of data types and visual programming objects. The module is designed to enhance problem-solving skills.

DIGITAL IMAGE MANIPULATION

This module extends the basic concepts covered in the Art & Design module and introduces students to the use of filters, plug-ins and actions in the development and refinement of images in Adobe PhotoShop.

INTERACTIVE DATABASE DESIGN

This module will provide students with an understanding of the fundamental principles, design, and use of database systems and their integration into other environments.

MULTIMEDIA AUTHORIZING

This module will enable students to develop authoring and scripting skills, underlining the importance of good interface design practice. Students are given an opportunity to use the authoring and scripting skills they have developed to produce applications incorporating a variety of design principles.

YEAR 2

CREATION PROBLEM SOLVING

This module will introduce students to conceptual, practical and evaluative skills that can be applied to the multimedia design process. In addition to use of basic procedures and methodologies, students must be able to originate new ideas. They will be exposed to design concepts and some innovative techniques for developing such new ideas.

WEB SITE MANAGEMENT

This module will provides students with the requisite knowledge to enable the creation of modern multimedia applications with dynamic interfaces to facilitate and enhance user interaction, specialist programming languages and associated tools have been developed. This module will provide students with the requisite knowledge of these techniques.

AUDIO VISUAL TECHNIQUES

This module covers the stages involved in creating digital videos from pre-production and capture/digitising, through to editing of the final sequence where practical experience will be gained through the use of editing packages.

INFORMATION DESIGN

This module is designed to prepare students for the industrial reality of the market sector they intend to enter. Each student will be given the opportunity to research and develop a multimedia presentation.

MULTIMEDIA PROJECT

Students are required to undertake a major project during the final year of the course. Within the project the student integrates and applies material presented throughout other modules within a team environment.

INDUSTRIAL PLACEMENT

Students benefit enormously from the placement experience that gives them the opportunity to apply the expertise they have already acquired to professional multimedia employment, and through this to enhance their personal development.