

HND IN INTERACTIVE MEDIA

FIRST YEAR MODULES

Interactive Media Web Authoring

This unit will enable students to produce interactive web pages.

Animation Techniques

An introduction to a variety of animation techniques.

Interface design Principles

This unit investigates the design elements of user interfaces.

Image Manipulation

This unit aims to produce high-quality graphics and interfaces in interactive media applications.

Computer Fundamentals

This unit gives an introduction to systems Hardware and Software.

Cultural Interpretation

This unit explores the concept of reconciling personal aesthetic ambitions in the context of visual communication.

Computer Applications in Art and Design

The aim of this unit is to introduce students to the creative potential of the computer in the context of 2D design.

Audio Visual Techniques

The aim of this unit is to help learners develop the skills necessary to create audio and visual assets for inclusion in interactive media products.

HND INTERACTIVE MEDIA SECOND YEAR MODULES

Audio Visual Techniques

The creation of audio and visual assets in interactive media products.

Historical and contextual Referencing

This unit addresses cultural history in the context of design.

Professional Team Brief (unit value 2)

This is a group development project.

Web Creation and Management

The focus is on the server and the mechanisms to link web pages to databases.

Interactive Media Professional Practice

This unit addresses professional production and delivery.

Sound Production and Editing

Addresses the concept of professional sound in interactive media.

Interactive Media Design and Authoring

Students will design and evaluate a prototype interactive media system.