Course Title	Introduction to Multimedia Design			
Course Code	GRD235			
Course Type	Compulsory			
Level	Bachelor (1st Cycle)			
Year / Semester	2nd Year/ 4th Semester			
Teacher's Name	TBA			
ECTS	6	Lectures / week	3 hours /14 weeks	Laboratories / week	N/A
Course Purpose and Objectives	This course provides a better understanding of multimedia systems and their applications in the world of graphic communication. It presents the fundamental ideas, terminologies and theory of new media. "Informatics Systems" and "Programming and Computer Languages" are discussed and analyzed. It also features design programs and technical applications, such as imaging and video editing.			
Learning Outcomes	Upon successful completion of this course students are expected to: • Describe the basic concepts of multimedia. • Describe the main parts of an Information System. • Recognize the basic types of software. • Effectively use text editing software. • Effectively use new media software. • Effectively use the basic tools of Graphic Arts, software, and Equipment software. • Effectively use the basic tools for editing Video and Audio.			
Prerequisites	GRD205, GRD215	Co-requisites	None	
Course Content	Importance of multimedia in Visual Communication Experimentation forms of new media Impact of the computer on changes in design aesthetics Creation of interesting and innovative application Use of the motion picture and cinematography aspects Contemporary trends in graphic design Use multimedia design for commercial purposes Successful combination of type, motion and interactive imagery			
Teaching Methodology	Lectures Work in Groups			

	Individual Tutoring Critiques Independent learning Software Tutorials Excursions/Visits Presentations
Bibliography	<u>English Bibliography:</u> Fluckiger, F. *Understanding networked multimedia : applications and technology.* Prentice Hall Daniele, T. *Poly-modeling with 3ds Max : thinking outside of the box.* Focal Press/Elsevier Telea, A. *Data visualization : principles and practice.* A K Peters Wallace, J. *Hard drive : Bill Gates and the making of the Microsoft empire.* Wiley Jago, M. *Adobe Premiere Pro CC 2019 release : classroom in a book the official training workbook from Adobe.* Adobe Press Michael, A. Greg, H. and the AGI creative team. *Adobe Dreamweaver CC: digital classroom.* John Wiley & Sons, Inc Chapman, N, P. Chapman, J. *Digital media tools.* John Wiley <u>Greek Bibliography:</u> Βούκαλης, Δ. Χ. *Θεωρία & πράξη των πιο σύγχρονων τεχνολογιών πληροφορικής.* Σύγχρονη εκδοτική
Assessment	<table><tr><td>Major Project</td><td>40%</td></tr><tr><td>Assignments</td><td>50%</td></tr><tr><td>Class Participation and Attendance</td><td>10%</td></tr><tr><td>Total</td><td>100%</td></tr></table>
Language	English