Institution: Šiauliai State College

Study programme: Multimedia Technologies

DESCRIPTION OF THE STUDY SUBJECT

Title

COURSE PAPER

Scope of the subject

Semester	Mode of	Structure*			Total number	Number	Group and type of	
Semester	studies	TP	C	S	of hours	of credits	subjects	
V	Full-time	20	6	59	85	3	Compulsory subjects	
VI	Part-time	8	18	59	85	3	of the study field	

^{*}L - lectures, PS - practical activities, seminars, LW - laboratory work, PR - practice, CP - course paper, C - consultations, S - self-study

Aim of the subject

To acquire new and adapt existing practical and theoretical knowledge and abilities analysing, designing and realising a multimedia project.

Necessary background knowledge for studying the subject

Students shall have heard subjects audio and video technologies, computer graphics and visualization, internet technologies, programming, database management, graphic design.

Content of the subject

Title of the topic and description of the content		Number of contact hours		Total number
	TP	C		of hours
1. Market research. Analysis of the results.	2	1	6	9
2. Preparation of the technical task and implementation plan of the multimedia product. Planning of activities.		1	6	9
3. Selection of software and hardware.	1	-	4	5
4. Project preparation selecting and combining several multimedia technologies (website, photography, video, sound, computer graphics).	12	2	25	39
5. Performed testing of the multimedia product.		1	3	5
6. The multimedia product is presented in several different formats, security measures are projected and applied.	1	-	2	3
7. Prepared presentation of the term paper.	1	=	2	3
Preparation for the defence of the term paper and its defence		1	11	12
Total number of hours	20	6	59	85

Assessment of learning outcomes

Ten-point criteria-based assessment system is applied. The overall grade of the term paper (TP) is the sum of grades for preparation of the term paper (P) and for the defence of the term paper (D) multiplied by weighted coefficients. TP = 0.7 P + 0.3 D

Recommended literature

No.	Year of publishi ng	Author(s) and title of the publication	Publishing house and/or internet link
1.	2016	3DS Max	http://www.autodesk.com/products/3ds-max/features/all
2.	2015	Lockhart J. Modern PHP: New Features and Good Practices	O'Reilly Media
3.	2013	Stephanie Leary. WordPress for Web Developers.	Apress
4.	2013	Berzinskas Ilja. Animacijos menas.	Mintis
5.	2013	Jazgevičiūtė D. Erdvinių formų kūrimo pagrindai	Edukologija
6.	2013	Vaira Ž., Linkuvienė D. Multimedijos technologijos. Mokymosi vadovas.	http://www.esparama.lt/es_parama_pletra/f ailai/ESFproduktai/2013_Multimedijos_tec hnologijos.pdf.pdf
7.	2010	Bakutienė V., Palepšaitis S., Sluckuvienė Z. Studijų darbų techninė dokumentacija	ŠVK LC

The description prepared by:

Lecturer Ingrida Morkevičienė