Laboratory in Multimedia 2

Syllabus Number

3D316

Basic Major Subjects
Elective Requisites 2

credit

NAGATA TOMOHIRO

1. Course Description

In this class, students develop a practical multimedia applications / contents by their original idea. The learners will participate PBL-style exercise. The aims of this class is to help students work premeditatedly in a group, to learn knowledge necessary for development voluntarily, and to complete their works.

This course is related to diploma policy 2 and 4.

2. Course Objectives

By the end of the course, students should be able to do the following:

- design the multimedia application programs or contents.
- develop a practical multimedia application programs or contents.
- work as a team on a project.

3. Grading Policy

Grading will be decided based on the final work (40%), the final reports (40%) and presentations (20%).

Feedbacks on reports and examinations will be given on LMS.

4. Textbook and Reference

Textbook

The Learning materials are published on the LMS.

5. Requirements (Assignments)

The students are expected to write a daily report as review, and confirm the progress of your work as preparation. It takes approximately one hour to finish this work.

6. Note

Absence and non-submission of reports are not accepted.

7. Schedule

Distribute teams and planing
Decide specifications, scopes and schedules
Application development, contents production (1)
Application development, contents production (2)
Application development, contents production (3)
Application development, contents production (4)
Application development, contents production (5)
Interim report, review of specifications and schedules
Application development, contents production (6)
Application development, contents production (7)
Application development, contents production (8)
Application development, contents production (9)
Application development, contents production (10)
Final presentation and review
Writing final reports