DSGN 321 Introduction to Multimedia Design

This course is intended to give the students a broad foundational understanding of the multimedia design field along with an introduction to some of the essential tools. This course focuses onboth the theory and production of the multimedia design process.

 (Pre-requisites: N/A)

Course Learning Outcomes:

By the end of the course, students will be able to:

1. To understand the historical evolution of multimedia design.
2. To know and apply various production techniques of multimedia design.
3. To be able to investigate, research, analyze, and draw conclusions within or for a multimedia design project.
4. To be able to communicate multimedia design components effectively.
5. Individually understand multimedia design components and effectively work in teams to present them.

Textbook & Course Materials:

- Costello, V. (2016). *Multimedia Foundations* (2nd Edition). Taylor & Francis.

Course Content:

1. The Computer
2. Project Planning and Evaluation
3. Multimedia Design
4. Visual Communication
5. Page Layout
6. User Interface Design
7. Web Design
8. Graphics
9. Time-Based Media
10. Recording Formats and Device Settings.
11. Audio Production
12. Video Production
13. Time-Based Editing