

CIS 215-770, Multimedia Technologies

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Office: C 215, Distance Learning Suite
Located on the 2nd floor of the Academic
Library & Learning Center

Office Hours: Mon & Wed, in H304 –
10:20 -11:40 AM; Online (D2L): Sun 9:30-
10:15 PM; and by appointment

Course Meets Online

Course Credit: 2

Required Text: Contact the ECC Bookstore: eccbookstore@elgin.edu; 847-214-7395

Required Material: Storage device for course assignments (USB flash drive or external hard drive)

Prerequisites: Grade of C or better in CIS 110 or consent of instructor

Learning Outcomes

Upon successful completion of this course, the student will be able to:

- Discuss the historical origins of multimedia, the nature of digital data, and fundamentals of computer hardware and software as well as the current developments and capabilities of multimedia technology
- Identify and differentiate between various file formats used in multimedia
- Identify challenges of using images, sound, and video in multimedia presentations and distinguish how to overcome them
- Capture, edit, and display still images, sound, and video using several common multimedia software packages
- Summarize the techniques and technologies used by a multimedia professional
- Identify and describe some of the key roles and responsibilities of individuals in a multimedia development team

Course Structure

The course has a straightforward, easy-to-navigate design and a weekly modular structure, which is consistent and predictable. Instructions and due dates for activities and assignments are clearly articulated so students know what is expected of them and can easily stay on track. New modules will open on Mondays and module assignments will be due by Sundays at 11:59 PM, CST. The course design is based on principles of collaborative learning and active participation, as well as sharing of thoughts and problem solving.

Student Performance Evaluation and Grading

Final grades are based on a percentage scale: 90-100%=A, 80-89%=B, etc. Students will also be evaluated by their participation in class, work ethic, preparedness, research for class, communication skills and participation during critiques.

Student performance will be evaluated on:

- Completion of homework assignments
- Submission of written papers and quizzes
- Participation in class discussions and critiques
- Individual development and competency of software skills
- Originality of ideas

Time Commitment

Although this course is taught in a "virtual classroom", there is no such thing as "virtual time". This course takes just as much time commitment as any course you take on campus.

This is a 2 credit course, meaning we would normally be meeting in a classroom on campus for 2 hours every week. And as a guideline, you usually have a time commitment outside of class for homework and reading of 1-2 hours for every credit hour. That's 2 to 4 hours outside of class for a 2 credit course, bringing the total weekly commitment to 4 to 6 hours.

Consider that full-time student load is usually about 15 credits, which translates into 30 to 45 hours per week using the above guidelines, and you can understand why that is called "full-time".

Poor time management is the most common reason for students to not succeed in online courses. Plan to spend 4 to 6 undistracted hours on this course every week. If you spend less than 4 hours, you are shortchanging yourself. If you think you can spend less than 2 hours each week (the time we'd spend in a classroom), you are not being realistic. If you have distractions such as television or interruptions from other people, the time required will go up significantly. Find a time and place to work without distractions.

The only time you save by taking this course online is the time you'd be spending driving back and forth to campus. The convenience of online classes is that you get to choose your "class time" each week. Please manage your time accordingly.