



UNSW
SYDNEY

Australia's
Global
University

Built Environment

BENV1043
Multimedia in Design Presentation



Course Outline – Term 1, 2020

Disclaimer

Information within this document is subject to change. The full and most accurate course outline will be available in Moodle closer to the start of the term in which the course is offered.

1. COURSE STAFF

Course Contact	Dean Utian
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2. COURSE DETAILS

Credit Points	6 units of credit (uoc)
Workload	Approx. 150 hours including class contact hours, weekly individual and group online learning activities, readings, class preparation, and assessment activities.
Teaching Times and Location	Find details in timetable http://www.timetable.unsw.edu.au

Description

The course develops skills in effective digital communication and explores the potential of multimedia as a design presentation tool. Through the use of software for digital media creation, manipulation and multimedia authoring, students create a short, interactive web animation and a comprehensive multimedia presentation. The presentation represents the culmination of skills and knowledge through the course. It integrates a variety of digital media and employs creative ideas and techniques to effectively communicate a chosen topic.

Aims

This course explores the potential of multimedia as a design presentation tool, helping you acquire and expand your skills in digital communication. You will learn about the wide range of media that form multimedia, including 2D animation and sound. The course culminates in the design of a comprehensive multimedia presentation that integrates a variety of digital media and employs creative ideas and techniques to effectively communicate a chosen topic. The course will not only cover creative thinking in relation to innovative presentation approaches, but will also develop skills in problem solving and critical thinking of both an architectural and personal learning nature.

Multimedia in Design Presentation aims to challenge students to new and imaginative ways of expressing themselves and their design ideas.

Digital communication is relevant to all fields, whether architecture or economics. In the last few years, we have seen a rapid transformation of digital expression. Technology and the use of multimedia is broadening ways people communicate. In addition, day to day lives are changing through social networking, immersive 3D gaming and online video. This course explores the use of digital media in creating rich, high impact experiences.

Course Learning Outcomes (CLOs)

At the successful completion of this course, you will be able to:

1. Apply technical software skills in creating and formatting digital media content, including 2D animation;
2. Author a multimedia presentation, effectively integrating a range of media types;
3. Story tell ideas through multimedia to communicate more effectively and creatively;
4. Implement interactivity in multimedia work based on an understanding of navigation and usability principles; and
5. Critically reflect on your learning and collaborative process, employing relevant scholarly perspectives and theories.

3. ASSESSMENT

Assessment task	Weight	CLOs Assessed
Assignment 1 – Interactive Web Animation	30%	1, 2, 3
Assignment 2a – Multimedia Presentation Development (Process)	20%	1, 2, 3
Assignment 2b – Multimedia Design Presentation (Product)	25%	1, 2, 3, 4
Assignment 3 – Critical Reflection	25%	5

4. COURSE IMPROVEMENT AND FEEDBACK

Feedback from students is an integral part of improving courses and teaching approaches. One of the primary mechanisms of feedback is myExperience, which we strongly urge all students to complete at the end of term. Course convenors use the feedback to make ongoing improvements to the course. This is communicated in Moodle in the myFeedback Matters page.