

Faculty of Economic, Social and Political Sciences



COMU3202 How to design a multimedia device

[45h+0h exercises] 8 credits

Teacher(s): Philippe Charlier, Arnaud Grégoire, Alok Nandi
Language: French
Level: Third cycle

Main themes

To provide the methodology and tools needed to engage in the reasoned design of an interactive multimedia product.
 To describe the function and roles of the communicator in developing a product of this type.

Content and teaching methods

Content

1. An introduction to the methodology of, and tools for, modelling interactive communicational processes.
2. A systematic presentation of the various stages leading from the analysis and definition of an issue to the drafting of the specifications of a multimedia project (i.e. synopsis, scenario, story-board and architecture).
3. Informatic and software constraints on the design.
4. The financial and legal aspects of electronic publishing.
5. Definition of the communicator's role in a multimedia development project.

Methodology

Professorial lecture, and exercises in design.

Other information (prerequisite, evaluation (assessment methods), course materials recommended readings, ...)

Assessment will focus on defending design work on a coherent, realistic and budgeted multimedia project.

An Assistant to supervise exercises and to monitor students' work.

A classroom containing a video/data projector, a computer loaded with multimedia creation software and an Internet link.

Programmes in which this activity is taught

COMU3DS Diplôme d'études spécialisées en communication multimédia

Other credits in programs

COMU3DS Diplôme d'études spécialisées en communication multimédia (8 credits) Mandatory