MULTIMEDIA

Objectives
- Multimedia play an important role in the field of education, agriculture, product launch, science and technology, corporate development and enhanced business opportunities.
- With the increasing variety and range of hardware and software used for Multimedia, the demand for the manpower in these fields has escalated.
- Students will learn about multimedia, which is a field concerned with the computer controlled integration of text, graphics, drawings, still and moving images (video), animation, audio and any other media where every type of information can be represented, stored, transmitted and processed digitally.

Level I – First Year
Multimedia input and output technologies: Key Technology Issues, Pen Input, Video and Image Display Systems, Print Output Technologies, Image Scanners, Digital Voice and Audio, Video Images and Animation, Full Motion Video.

Level II – Second Year
Level III – Third Year


SET: Key Technologies in Secure Electronic Transactions.

List of Experiments:

- Creating slides, designing slides, back ground, layout styles, special effects. Editing text, adding/deleting aligning, making bold, italic and fonts, colour text. Changing back ground colours and designs. Creating auto shapes, drawing clip art, word art, smart art, charts, tables, text boxes, images, shading and 3-d effect Rotating text and pictures, text wrapping, saving, quitting and printing slides
- Inserting new slides, making animation effects, Inserting hyperlinks between files, Viewing the slides, slide transition, making sound effects, inserting movie/sound from external files, Grouping and ungrouping the objects.
- Acquire skills on working with various operating system environments(Windows/Linux)
- Acquire skills on using office automation tools
- Update oneself with Intellectual Property and prevailing copyright issues
- Demonstrate an understanding of the features of various handheld devices and acquire skills on mobile applications development principles
- Acquire skills on basic networking and internet technologies
- Acquire skills on usage of social networks and appreciate the role of IT in society

References