



SCHEME OF WORK (WEEKLY LESSON PLAN)

All required information must be completed. Scheme of Work must be approved by C.M. prior to delivery.

CHRONOLOGICAL DETAILS			
ACADEMIC YEAR	2006/2007	BLOCK	04

SUBJECT DETAILS			
SUBJECT TITLE	Multimedia Fundamentals		
SUBJECT ABBREVIATION	MFund	LEVEL	1
SUBJECT CODE	DIM1307	CREDIT UNIT	3
SUBJECT TYPE	DIPLOMA ELECTIVE	HOURS PER SEMESTER	45

SUBJECT LEADER DETAILS			
SUBJECT LEADER	Shirlyn Goh Bee Chin (shirlyng@tp.edu.sg)	DATE	19/07/06

LESSON PLAN BY DAYS

DAYS	TOPICS	ACTIVITIES	
DAY 01 27Jul,Thu	Introduction to Interactive Multimedia Design Student will be able to : - Describe the definition of multimedia. - Describe the background history of multimedia. - Identify the various multimedia platforms.	LECTURE	1. Explain the overview of what interactive multimedia design is all about. 2. Introduction to various multimedia platforms and their purpose. 3. Video screening : “Warriors of the Net”
		EXERCISE	1. Class discussion on the topic. 2. Group Activity – Definition Puzzle.
		DEVELOPMENT JOURNAL	1. Briefing on Journal Entry Guidelines. 2. View Day 01 Notes and pen down reflections in sketch book.
		ASSIGNMENT	Nil
DAY 02 28Jul,Fri	Multimedia Development Student will be able to : - Describe the overview of developing a multimedia project - Identify the various types of multimedia projects The Components of Multimedia Student will be able to : - Describe the overview of the various components that make a multimedia project. - Identify the various types of multimedia projects.	LECTURE	1. Explain and demonstrate the development of an interactive multimedia project with case studies. 2. Explain the various components that make up an interactive multimedia project.
		EXERCISE	1. Class discussion on the topic.
		DEVELOPMENT JOURNAL	1. View Day 02 Notes and pen down reflections in sketch book.
		ASSIGNMENT	Nil
DAY 03 01Aug,Tue	The Components of Multimedia (Graphic) Part 1/4 Student will be able to : - Describe the importance of graphic design components in a multimedia project and its various applications. - Apply the skills of acquiring and digitizing graphic components. - Apply the skills of editing and processing graphic components. - Identify and apply the various graphic formats. - Identify and apply basic screen layout aesthetics.	LECTURE	1. Explain the role of graphic design component in an interactive multimedia project. 2. Demonstrate the skills of acquiring, processing and applying graphic design component in an interactive multimedia project.
		EXERCISE	1. Class discussion on the topic 2. Exercise on Slices.
		DEVELOPMENT JOURNAL	1. View Day 03 Notes and pen down reflections in sketch book.
		ASSIGNMENT	1. Final Assignment Briefing 2. Start Research.
DAY 04 02Aug,Wed	The Components of Multimedia (Graphic) Part 2/4 Student will be able to : - Describe the importance of graphic design components in a multimedia project and its various applications. - Apply the skills of acquiring and digitizing graphic components. - Apply the skills of editing and processing graphic components. - Identify and apply the various graphic formats. - Identify and apply basic screen layout aesthetics.	LECTURE	1. Explain the role of graphic design component in an interactive multimedia project. 2. Demonstrate the skills of acquiring, processing and applying graphic design component in an interactive multimedia project.
		EXERCISE	1. Class discussion on the topic 2. Exercise on Image Maps.
		DEVELOPMENT JOURNAL	1. View Day 04 Notes and pen down reflections in sketch book.
		ASSIGNMENT	1. Conceptualising and Research.

DAY 05 03Aug,Thu	The Components of Multimedia (Graphic) Part 3/4 Student will be able to : <ul style="list-style-type: none"> - Describe the importance of graphic design components in a multimedia project and its various applications. - Apply the skills of acquiring and digitizing graphic components. - Apply the skills of editing and processing graphic components. - Identify and apply the various graphic formats. - Identify and apply basic screen layout aesthetics. 	LECTURE	<ol style="list-style-type: none"> 1. Explain the role of graphic design component in an interactive multimedia project. 2. Demonstrate the skills of acquiring, processing and applying graphic design component in an interactive multimedia project.
		EXERCISE	<ol style="list-style-type: none"> 1. Class discussion on the topic 2. Exercise on Transparent GIFS
		DEVELOPMENT JOURNAL	<ol style="list-style-type: none"> 2. View Day 05 Notes and pen down reflections in sketch book.
		ASSIGNMENT	<ol style="list-style-type: none"> 1. Conceptualising and Research.
DAY 06 04Aug,Fri	The Components of Multimedia (Graphic) Part 4/4 Student will be able to : <ul style="list-style-type: none"> - Describe the importance of graphic design components in a multimedia project and its various applications. - Apply the skills of acquiring and digitizing graphic components. - Apply the skills of editing and processing graphic components. - Identify and apply the various graphic formats. - Identify and apply basic screen layout aesthetics. 	LECTURE	<ol style="list-style-type: none"> 1. Explain the role of graphic design component in an interactive multimedia project. 2. Demonstrate the skills of acquiring, processing and applying graphic design component in an interactive multimedia project.
		EXERCISE	<ol style="list-style-type: none"> 1. Class discussion on the topic
		DEVELOPMENT JOURNAL	<ol style="list-style-type: none"> 1. Development and Reflections Presentation (10%)
		ASSIGNMENT	<ol style="list-style-type: none"> 1. Consultation & Finalisation on Idea Developments and Research Materials 2. Graphics Preparation for Assignment (20%)
DAY 07 08Aug,Tue	The Components of Multimedia (Authoring Tools) Part 1/4 Student will be able to : <ul style="list-style-type: none"> - Describe the importance of multimedia authoring tools in an interactive multimedia project. - Identify the capability of the different authoring tools. - Apply the skills of integrating the various components for the internet and time-based applications. - Identify the suitability of various multimedia mediums for different applications. - Identify and apply the various multimedia applications formats. 	LECTURE	<ol style="list-style-type: none"> 1. Explain the role of multimedia authoring tools in an interactive multimedia project. 2. Demonstrate the skills of compiling the various components into a website or an interactive multimedia application.
		EXERCISE	<ol style="list-style-type: none"> 1. Class discussion on the topic 2. Exercise on Site Management & Creating a basic web page
		DEVELOPMENT JOURNAL	<ol style="list-style-type: none"> 1. View Day 07 Notes and pen down reflections in sketch book.
		ASSIGNMENT	<ol style="list-style-type: none"> 1. Production and Developments on Site Management & Creating a basic web page.

DAY 08 10Aug,Thu	The Components of Multimedia (Authoring Tools) Part 2/4 Student will be able to : <ul style="list-style-type: none"> - Describe the importance of multimedia authoring tools in an interactive multimedia project. - Identify the capability of the different authoring tools. - Apply the skills of integrating the various components for the internet and time-based applications. - Identify the suitability of various multimedia mediums for different applications. - Identify and apply the various multimedia applications formats. 	LECTURE	<ol style="list-style-type: none"> 1. Explain the role of multimedia authoring tools in an interactive multimedia project. 2. Demonstrate the skills of compiling the various components into a website or an interactive multimedia application.
		EXERCISE	<ol style="list-style-type: none"> 1. Class discussion on the topic 2. Exercise on Setting Up Frames
		DEVELOPMENT JOURNAL	<ol style="list-style-type: none"> 1. View Day 08 Notes and pen down reflections in sketch book.
		ASSIGNMENT	<ol style="list-style-type: none"> 1. Production and Developments on Setting Up Frames. 2. Consultation on Site Management & Creating a basic web page.
DAY 09 11Aug,Fri	The Components of Multimedia (Authoring Tools) Part 3/4 Student will be able to : <ul style="list-style-type: none"> - Describe the importance of multimedia authoring tools in an interactive multimedia project. - Identify the capability of the different authoring tools. - Apply the skills of integrating the various components for the internet and time-based applications. - Identify the suitability of various multimedia mediums for different applications. - Identify and apply the various multimedia applications formats. 	LECTURE	<ol style="list-style-type: none"> 1. Explain the role of multimedia authoring tools in an interactive multimedia project. 2. Demonstrate the skills of compiling the various components into a website or an interactive multimedia application.
		EXERCISE	<ol style="list-style-type: none"> 1. Class discussion on the topic 2. Exercise on Setting Up Tables.
		DEVELOPMENT JOURNAL	<ol style="list-style-type: none"> 1. View Day 09 Notes and pen down reflections in sketch book.
		ASSIGNMENT	<ol style="list-style-type: none"> 1. Production and Developments on Setting Up Tables. 2. Consultation on Setting Up Frames.
DAY 10 15Aug,Tue	The Components of Multimedia (Authoring Tools) Part 4/4 Student will be able to : <ul style="list-style-type: none"> - Describe the importance of multimedia authoring tools in an interactive multimedia project. - Identify the capability of the different authoring tools. - Apply the skills of integrating the various components for the internet and time-based applications. - Identify the suitability of various multimedia mediums for different applications. - Identify and apply the various multimedia applications formats. 	LECTURE	<ol style="list-style-type: none"> 1. Explain the role of multimedia authoring tools in an interactive multimedia project. 2. Demonstrate the skills of compiling the various components into a website or an interactive multimedia application.
		EXERCISE	<ol style="list-style-type: none"> 1. Class discussion on the topic 2. Exercise on Email Links, Named Anchors, Image Maps.
		DEVELOPMENT JOURNAL	<ol style="list-style-type: none"> 1. View Day 10 Notes and pen down reflections in sketch book.
		ASSIGNMENT	<ol style="list-style-type: none"> 1. Production and Developments on Email Links, Named Anchors, Image Maps. 2. Consultation on Setting Up Tables.

DAY 11 16Aug,Wed	Final Consultation of Assignment Developments (Part1/2)	LECTURE	Nil
		EXERCISE	Nil
		DEVELOPMENT JOURNAL	1. Compilations of all Assignment developments and Exercise reflections.
		ASSIGNMENT	1. Production Consultation and Preparation for Presentation.
DAY 12 17Aug,Thu	Final Consultation of Assignment Developments (Part2/2)	LECTURE	Nil
		EXERCISE	Nil
		DEVELOPMENT JOURNAL	1. Compilations of all Assignment developments and Exercise reflections.
		ASSIGNMENT	1. Production Consultation and Preparation for Presentation.
DAY 13 18Aug,Fri	Presentation of Assignment	LECTURE	Nil
		EXERCISE	Nil
		DEVELOPMENT JOURNAL	1. Compilations of all Assignment developments and Exercise reflections.
		ASSIGNMENT	1. Presentation of Assignment with Developments.
DAY 14 21Aug,Mon	Submission of Final Package to 06/06A. Time to be confirmed.	LECTURE	Nil
		EXERCISE	Nil
		DEVELOPMENT JOURNAL	Final Development submission
		ASSIGNMENT	Final Assignment submission
DAY 15	NIL	LECTURE	Nil
		EXERCISE	Nil
		DEVELOPMENT JOURNAL	Nil
		ASSIGNMENT	Nil

If your lesson plan requires excursions, please complete the table below:
(Put "" if you do not have any excursion planned)

EXCURSION DETAILS			
INTENDED WEEK FOR THE EXCURSION	NIL	CLASS/ES	NIL
NAME OF ORGANISATION TO VISIT	NIL		
ADDRESS OF ORGANISATION	NIL		