SCHEME OF WORK (WEEKLY LESSON PLAN)
All required information must be completed. Scheme of Work must be approved by C.M. prior to delivery.

<table>
<thead>
<tr>
<th>CHRONOLOGICAL DETAILS</th>
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<tr>
<td>ACADEMIC YEAR</td>
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<th>SUBJECT DETAILS</th>
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<tr>
<td>SUBJECT TITLE</td>
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<td>SUBJECT ABBREVIATION</td>
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<td>HOURS PER SEMESTER</td>
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<th>SUBJECT LEADER DETAILS</th>
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<td>SUBJECT LEADER</td>
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<td>DAYS</td>
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| **DAY 01**| Introduction to Interactive Multimedia Design | 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.  
                      2. View Day 01 Notes and pen down reflections in sketch book.  
                      ASSIGNMENT Nil  
| 27Jul,Thu | Student will be able to:  
                      - Describe the definition of multimedia.  
                      - Describe the background history of multimedia.  
                      - Identify the various multimedia platforms.  
|           |                                             |                                                                                                                                              |
| **DAY 02**| Multimedia Development                      | 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  
| 28Jul,Fri | Student will be able to:  
                      - Describe the overview of developing a multimedia project  
                      - Identify the various types of multimedia projects  
|           |                                             |                                                                                                                                              |
| **DAY 03**| The Components of Multimedia (Graphic) Part 1/4 | 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.  
| 01Aug,Tue | 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.  
|           |                                             |                                                                                                                                              |
| **DAY 04**| The Components of Multimedia (Graphic) Part 2/4 | 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.  
| 02Aug,Wed | 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.  
|           |                                             |                                                                                                                                              |
| DAY 05 03Aug,Thu | The Components of Multimedia (Graphic) Part 3/4  
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 Transparent GIFS | DEVELOPMENT JOURNAL  
1. View Day 05 Notes and pen down reflections in sketch book. | ASSIGNMENT  
1. Conceptualising and Research. |
| --- | --- | --- | --- | --- |
| DAY 06 04Aug,Fri | The Components of Multimedia (Graphic) Part 4/4  
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 | DEVELOPMENT JOURNAL  
1. Development and Reflections Presentation (10%) | ASSIGNMENT  
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:  
- 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  
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  
1. Class discussion on the topic  
2. Exercise on Site Management & Creating a basic web page | DEVELOPMENT JOURNAL  
1. View Day 07 Notes and pen down reflections in sketch book. | ASSIGNMENT  
1. Production and Developments on Site Management & Creating a basic web page. |
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<tr>
<th>DAY 08</th>
<th>10Aug,Thu</th>
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| **The Components of Multimedia (Authoring Tools) Part 2/4** Student will be able to:  
  - 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**  
  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**  
  1. Class discussion on the topic  
  2. Exercise on Setting Up Frames | **DEVELOPMENT JOURNAL**  
  1. View Day 08 Notes and pen down reflections in sketch book. | **ASSIGNMENT**  
  1. Production and Developments on Setting Up Frames.  
  2. Consultation on Site Management & Creating a basic web page. |

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<th>DAY 09</th>
<th>11Aug,Fri</th>
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| **The Components of Multimedia (Authoring Tools) Part 3/4** Student will be able to:  
  - 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**  
  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**  
  1. Class discussion on the topic  
  2. Exercise on Setting Up Tables. | **DEVELOPMENT JOURNAL**  
  1. View Day 09 Notes and pen down reflections in sketch book. | **ASSIGNMENT**  
  1. Production and Developments on Setting Up Tables.  
  2. Consultation on Setting Up Frames. |

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<tr>
<th>DAY 10</th>
<th>15Aug,Tue</th>
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| **The Components of Multimedia (Authoring Tools) Part 4/4** Student will be able to:  
  - 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**  
  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**  
  1. Class discussion on the topic  
  2. Exercise on Email Links, Named Anchors, Image Maps. | **DEVELOPMENT JOURNAL**  
  1. View Day 10 Notes and pen down reflections in sketch book. | **ASSIGNMENT**  
  1. Production and Developments on Email Links, Named Anchors, Image Maps.  
  2. Consultation on Setting Up Tables. |
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<tr>
<th>DAY</th>
<th>Activity</th>
<th>LECTURE</th>
<th>EXERCISE</th>
<th>DEVELOPMENT JOURNAL</th>
<th>ASSIGNMENT</th>
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<tr>
<td>11</td>
<td>Final Consultation of Assignment Developments (Part1/2)</td>
<td>Nil</td>
<td>Nil</td>
<td>1. Compilations of all Assignment developments and Exercise reflections.</td>
<td>1. Production Consultation and Preparation for Presentation.</td>
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<td>Final Consultation of Assignment Developments (Part2/2)</td>
<td>Nil</td>
<td>Nil</td>
<td>1. Compilations of all Assignment developments and Exercise reflections.</td>
<td>1. Production Consultation and Preparation for Presentation.</td>
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<td>Presentation of Assignment</td>
<td>Nil</td>
<td>Nil</td>
<td>1. Compilations of all Assignment developments and Exercise reflections.</td>
<td>1. Presentation of Assignment with Developments.</td>
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<td>14</td>
<td>Submission of Final Package to 06/06A. Time to be confirmed.</td>
<td>Nil</td>
<td>Nil</td>
<td>Final Development submission</td>
<td>Final Assignment submission</td>
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<td>15</td>
<td>NIL</td>
<td>Nil</td>
<td>Nil</td>
<td>Nil</td>
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If your lesson plan requires excursions, please complete the table below:
(Put "" if you do not have any excursion planned)

<table>
<thead>
<tr>
<th>EXCURSION DETAILS</th>
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<tr>
<td>INTENDED WEEK FOR THE EXCURSION</td>
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<tr>
<td>NAME OF ORGANISATION TO VISIT</td>
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<td>ADDRESS OF ORGANISATION</td>
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