MODULE HANDBOOK

Module Name	Interactive Multimedia Design			
Module level, if	-			
applicable	Undergraduate			
Code, if applicable	02143142043			
Subtitle, if applicable	02143145043			
Courses, if applicable	-			
Semester(s) in which	- E			
the module is taught	5			
Person responsible for	Dwi Maryono			
the module	Dwi Maryono			
Lecturer	Dwi Maryono			
Language	Indonesian and English			
Relation to curriculum				
Type of teaching,	Undergraduate degree program, compulsory course in 5th semester Undergraduate degree program, < 40 students			
contact hours	Ondergraduate degree program, < 40 students			
Workload	Lectures: 2 x 50 = 100 minutes (1 hours 40 minutes) per week			
Workload	Exercise and Assignments: 2 x 60 = 120 minutes (2 hours) per week			
	Private study: 2 x 60 = 120 minutes (2 hours) per week			
Credit points	2 SKS			
Requirements	A student must have attended at least 75% of the lectures to sit in the			
according to the	exams			
examination				
regulations				
Recommended	Basic Multimedia			
Prerequisites				
Module	After completing this module, a student is expected to:			
objectives/intended	No Course Learning Outcome PLO			
learning outcomes	1 Understand the principles of interactive PLO-11 multimedia.			
	2 Analyzing the principles of user interfaces in PLO-11 interactive multimedia.			
	3 Applying basic techniques for developing plo-11 interactive multimedia using applications.			
	4 Apply programming to develop interactive multimedia using applications.			
	5 Evaluate interactive multimedia from various PLO-11 aspects.			
	6 Develop interactive multimedia with the right development model.			

Content	This course discuss about multimedia application development based on			
	the principles of multimedia how to develop the multimedia, and how to			
	evaluate the multimedia.			
Study and	Forms of examination:			
examination requirements and	No	Course Learning Outcome	Assessment Method	
forms of Examination	1	Understand the principles of interactive multimedia.	Quiz (5%)	
	2	Analyzing the principles of user interfaces in interactive multimedia.	Quiz (5%)	
	3	Applying basic techniques for developing interactive multimedia using applications.	Quiz (5%)	
	4	Apply programming to develop interactive multimedia using applications.	Portofolio (25%)	
	5	Evaluate interactive multimedia from various aspects.	Quiz (30%)	
	6	Develop interactive multimedia with the right development model.	Project (30%)	
Media employed	LCD, Whiteboard, PowerPoint Slide Presentation, Practical Guidance Video, websites, etc.			
Reading list	ActionScript 3.0 for Adobe Flash Professional CS5 Classroom in a Book			
	2. Actionscript-3.0-Cookbook-Solutions-For-Adobe-Flash-Platform-And-			
	dobe-Flex-Application-Developers			
	3. Nunuk Suryani, dkk (2018) Media Pembelaajrna Inovatif dan Pengembangannya, Bandung : Remaja Rosdakarya			