

MODULE HANDBOOK

Module Name	Interactive Multimedia Design	
Module level, if applicable	Undergraduate	
Code, if applicable	02143142043	
Subtitle, if applicable	-	
Courses, if applicable	-	
Semester(s) in which the module is taught	5	
Person responsible for the module	Dwi Maryono	
Lecturer	Dwi Maryono	
Language	Indonesian and English	
Relation to curriculum	Undergraduate degree program, compulsory course in 5th semester	
Type of teaching, contact hours	Undergraduate degree program, < 40 students	
Workload	Lectures: 2 x 50 = 100 minutes (1 hours 40 minutes) per week 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 according to the examination regulations	A student must have attended at least 75% of the lectures to sit in the exams	
Recommended Prerequisites	Basic Multimedia	
Module objectives/intended learning outcomes	After completing this module, a student is expected to:	
	No	Course Learning Outcome
		PLO
	1	Understand the principles of interactive multimedia.
	2	Analyzing the principles of user interfaces in interactive multimedia.
	3	Applying basic techniques for developing interactive multimedia using applications.
	4	Apply programming to develop interactive multimedia using applications.
	5	Evaluate interactive multimedia from various 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 examination requirements and forms of Examination	Forms of examination:		
	No	Course Learning Outcome	Assessment Method
	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	1. ActionScript 3.0 for Adobe Flash Professional CS5 Classroom in a Book 2. Actionsript-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		