

MODULE HANDBOOK

Module Name	Basic Multimedia													
Module level, if applicable	Undergraduate													
Code, if applicable	02143142001													
Subtitle, if applicable	-													
Courses, if applicable	-													
Semester(s) in which the module is taught	1													
Person responsible for the module	Febri Liantoni, S.ST., M.Kom (febri.liantoni@gmail.com)													
Lecturer	Febri Liantoni, S.ST., M.Kom													
Language	Indonesian and English													
Relation to curriculum	Undergraduate degree program, compulsory course in 1st semester													
Type of teaching, contact hours	Undergraduate degree program, < 40 students													
Workload	Lectures: 3 x 50 = 150 minutes (2 hours 30 minutes) per week Exercise and Assignments: 3 x 60 = 180 minutes (3 hours) per week Private study: 3 x 60 = 180 minutes (3 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	-													
Module objectives/intended learning outcomes	After completing this module, a student is expected to: <table border="1"> <thead> <tr> <th>No</th><th>Course Learning Outcome</th><th>PLO</th></tr> </thead> <tbody> <tr> <td>1</td><td>Students can describe basic multimedia concept with creative group discussion</td><td>PLO-11</td></tr> <tr> <td>2</td><td>Students can apply basic multimedia presentation with a good demonstration</td><td>PLO-11</td></tr> <tr> <td>3</td><td>Students know multimedia products for industrial demand and education.</td><td>PLO-11</td></tr> </tbody> </table>		No	Course Learning Outcome	PLO	1	Students can describe basic multimedia concept with creative group discussion	PLO-11	2	Students can apply basic multimedia presentation with a good demonstration	PLO-11	3	Students know multimedia products for industrial demand and education.	PLO-11
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Content	This course discusses the concept and application of multimedia as well as the characteristics and representation of various types of digital media (text, image, sound, video, animation), multimedia application design and development, multimedia product development using multimedia software, image processing (Photoshop/Corel), sound editor, video editor, animation, and cinematography.													

Study and examination requirements and forms of Examination	Forms of examination:	
	No	Course Learning Outcome
	1	Students can describe basic multimedia concept with creative group discussion
	2	Students can apply basic multimedia presentation with a good demonstration
	Examination	
	Activity Assesment (37,5%)	
	Portofolio (22,5%)	
	Cognitive Test (40%)	
Media employed	LCD, Whiteboard, Power Point Slide Presentation, Practical Guidance Video, websites, etc.	
Reading list	1. Li, Ze-Nian dan Drew, Mark. 2004. Fundamentals of Multimedia. New Yersey: PrenticeHall. 2. Munir. 2015. Multimedia Konsep dan Aplikasi dalam Pendidikan. Bandung:Alfabeta. 3. Barfield, Lon. 2004. Design for New Media: Interaction Design for Multimedia and ThecWeb. Singapore: Pearson Education Asia. 4. Vaughan, Tay. 2003. Multimedia Making It Work. New York: Mc-Graw-Hill. 5. Alvians, A., 2015, Tutorial CorelDRAW X6 for Beginners Simple Caffe Logo Design 6. Photoshop Tutorials, 2016, Dispersion Effect: Photoshop Tutorial	