

MODULE HANDBOOK

Module Name	Interactive Multimedia Design Lab. Work		
Module level, if applicable	Undergraduate		
Code, if applicable	02143142044		
Subtitle, if applicable	-		
Courses, if applicable	-		
Semester(s) in which the module is taught	5		
Person responsible for the module	Dwi Maryono (@staff.uns.ac.id)		
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, < 20 students		
Workload	Practical Study: 1 x 100 = 100 minutes (1 hours 40 minutes) per week		
Credit points	1 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	Multimedia Dasar		
Module objectives/intended learning outcomes	After completing this module, a student is expected to:		
	No	Course Learning Outcome	PLO
	1	Through practice/performance, students are able to create interactive media navigation according to GUI development principles.	PLO-10
	2	Through practice/performance, students are able to apply interactive animation in an interesting way.	PLO-10
	3	Through simulation and practice, students are able to apply quiz making for interactive media according to GUI development principles.	PLO-10
	4	Through simulations and performances, students are able to process images, sound and video in making interactive media appropriately.	PLO-10
	5	Through simulation and performance, students are able to use alternative applications for the development of	PLO-10

	interactive media on various types of platforms.																			
Content	This course discuss the basics of interactive media design and creation																			
Study and examination requirements and forms of Examination	Forms of examination: <table> <tr> <th>No</th><th>Course Learning Outcome</th><th>Assessment Method</th></tr> <tr> <td>1</td><td>Through practice/performance, students are able to create interactive media navigation according to GUI development principles.</td><td>Performance Appraisal (15%)</td></tr> <tr> <td>2</td><td>Through practice/performance, students are able to apply interactive animation in an interesting way.</td><td>Performance Appraisal (15%)</td></tr> <tr> <td>3</td><td>Through simulation and practice, students are able to apply quiz making for interactive media according to GUI development principles.</td><td>Performance Appraisal (25%)</td></tr> <tr> <td>4</td><td>Through simulations and performances, students are able to process images, sound and video in making interactive media appropriately.</td><td>Performance Appraisal (15%)</td></tr> <tr> <td>5</td><td>Through simulation and performance, students are able to use alternative applications for the development of interactive media on various types of platforms.</td><td>Project (30%)</td></tr> </table>		No	Course Learning Outcome	Assessment Method	1	Through practice/performance, students are able to create interactive media navigation according to GUI development principles.	Performance Appraisal (15%)	2	Through practice/performance, students are able to apply interactive animation in an interesting way.	Performance Appraisal (15%)	3	Through simulation and practice, students are able to apply quiz making for interactive media according to GUI development principles.	Performance Appraisal (25%)	4	Through simulations and performances, students are able to process images, sound and video in making interactive media appropriately.	Performance Appraisal (15%)	5	Through simulation and performance, students are able to use alternative applications for the development of interactive media on various types of platforms.	Project (30%)
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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-Adobe-Flex-Application-Developers																			