

Application Programming And Development

Module Code:	GAV5019-B
Academic Year:	2018-19
Credit Rating:	20
School:	Department of Media Design and Technology
Subject Area:	Games, Animation and Visual Effects
FHEQ Level:	FHEQ Level 5

Pre-requisites:

Co-requisites:

Contact Hours

Type	Hours
Lectures	6
Tutorials	6
Laboratory	12
Directed Study	176

Availability Periods

Occurrence	Location/Period
BDA	University of Bradford / Semester 2 (Feb - May)

Module Aims

Outline Syllabus

Applications and design of multimedia software. Authoring systems and software development packages. Testing and evaluation of multimedia software. Integration of multimedia components including computer graphics, computer animation, sound and video. Current and future delivery platforms for multimedia, social and individual issues of multimedia interfaces.

Module Learning Outcomes

On successful completion of this module, students will be able to...

- 1 Analyse and compare the component parts of multimedia systems and understand how delivery platforms and human-computer interaction brings them and the user together.
- 2 Demonstrate the experience you have gained in the scripting of multimedia systems as well as experience of using multimedia authoring software to create interactive systems to a specific brief.
- 3 Deploy time management and problem solving skills.

Learning, Teaching and Assessment Strategy

A series of lecture sessions incorporate both traditional lectures and practical exercises aimed at introducing the component parts of multimedia systems and how using human-computer interaction we can bring them together. Activities in laboratory sessions and directed study build a practical understanding in the development of components of multimedia systems (animation, video, sound, imagery) as well as multimedia authoring software used in the systems construction.

Coursework assessment will assess the application of practical skills as well as problem solving skills.

Students will undergo formative assessment mid-term and received feedback from which to take summative feedback at the end of the module. Students must engage with the formative assessment in order to submit summative assessment at the end of the module. Supplementary assessment: repair deficiencies in original submission.

Mode of Assessment

Type	Method	Description	Length	Weighting	Final Assess'
Formative	Coursework	500 Word Extract - Formative assessmen		%	No
Summative	Coursework	1000 word revised report based on formative assessment	1000 words	40%	No
Summative	Coursework	Create a small computer game or plugin. Formative feedback given weekly.		60%	Yes

Legacy Code (if applicable)

Reading List

To view Reading List, please go to [rebus:list](#).