

Module Details	
Module Title:	Application Programming And Development
Module Code:	GAV5019-B
Academic Year:	2019-20
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	
Occurrence	Location / Period
BDA	University of Bradford / Semester 2 (Feb - May)

Module Aims
To develop understanding and skills in multimedia production techniques, to create an application, plug-in or interactive game

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.

Learning Outcomes	
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
Summative	Coursework	Create a small computer game or plugin. Formative feedback given weekly.		60%
Summative	Coursework	1000 word revised report based on formative assessment	1000 words	40%
Formative	Coursework	500 Word Extract - Formative assessment		%

Reading List
To access the reading list for this module, please visit https://bradford.rl.talis.com/index.html .

Please note:

This module descriptor has been published in advance of the academic year to which it applies. Every effort has been made to ensure that the information is accurate at the time of publication, but minor changes may occur given the interval between publishing and commencement of teaching. Upon commencement of the module, students will receive a handbook with further detail about the module and any changes will be discussed and/or communicated at this point.