

Module Details	
Module Title	Application Programming And Development
Module Code	GAV5019-B
Academic Year	2020/1
Credits	20
School	Department of Media Design and Technology
Subject Area	Games, Animation and Visual Effects
FHEQ Level	FHEQ Level 5
Pre-requisites	N/A
Co-requisites	N/A

Contact Hours	
Type	Hours
Lectures	11
Laboratories	24
Directed Study	165

Availability	
Occurrence	Location / Period
BDA	University of Bradford / Semester 2

Module Aims
To develop understanding and skills in multimedia production techniques, to create an interactive game or media product. The Application Programming and Development develops understanding and skills in multimedia production techniques, to create an interactive game or software plugin.

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	
Outcome Number	Description
01	Analyse and evaluate the component parts of multimedia systems and understand how delivery platforms and human-computer interaction brings them and the user together
02	Use 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.
03	Deploy time management and problem-solving skills present in a real time industry-based development environment

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. Module will be conducted from January 2021 for Semester 2. Delivery methods may change due to Government or University Legislation changes due to the pandemic.

Mode of Assessment				
Type	Method	Description	Length	Weighting
Summative	Coursework	A report based on the formative assessment, detailing areas of interest and development of application, and build proces	N/A	40%
Summative	Coursework	Create a Portable Computer Game or Application Plugin. (8 Mins)	08 mins	60%
Formative	Coursework	To develop understanding and skills in multimedia production techniques, to create an interactive game or media product. The Application Programming and Development develops understanding and skills in multimedia production techniques, to create an interactive game or software plugin.	300 words	N/A

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.

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