

# **IT312P**

## **Multimedia Development Capstone Project [Onsite]**

### **Course Description:**

Students will apply knowledge and skills acquired from the previous quarters in developing a complex multimedia project in an area of their choice with faculty.

### **Prerequisite(s) and/or Corequisite(s):**

Prerequisites: Completion of a minimum of 80 credits earned in the program of study including IT311P Animation II or equivalent and IT213P Interactive Communication Design II or equivalent

**Credit hours: 4**

**Contact hours: 66 (46 Theory Hours, 20 Lab Hours)**

**Student Syllabus** **Multimedia Development Capstone P**

Instructor: \_\_\_\_\_

Office Hours: \_\_\_\_\_

Class hours: \_\_\_\_\_

**Objectives:**

On completion of this course the student must demonstrate:

A comprehensive understanding of multimedia demonstrated through individual projects. The content of project will be in an area of their choice. The project must be completed (unless there are justifiable circumstances outside the control of the educational institute) using available application provided by the educational institute on media specified by their project proposal(s). At the final presentation, the student must demonstrate the project's technical efficacy completed by sound design and thematic concepts.

Teaching Strategies

Curriculum is designed to promote a variety of teaching strategies that support the outcomes described in the course objectives and that foster higher cognitive skills. Delivery makes use of various media and delivery tools in the classrooms

**Method**

Students will develop a project proposal, project plan and methodology in close arrangement with a chosen faculty guide. They will execute the project to their plan and make peer review presentations (see outline provided below). The final presentation will be made to the entire faculty and student body of the local campus at the end of this quarter. The evaluation committee will review the projects thoroughly for their quality, presentation methodology, quantity of work and rigor, keeping in mind the demand for the same expected in industry standards.

### **Text and supplies**

All the texts used from the previous academic quarters.

1 or as many as required Jaz Disk's

1 or as many as required CD RW's or CDR's

### **Facility/Equipment/Tools/Supplies**

- A demonstration space independent of the computer lab, especially for presentations.
- Overhead computer projector and screen for project presentations with an internet connection if necessary.
- Overhead projector for slides
- Access to a CD Burner for all the students in this course.
- Campus and departmental resources

### **Student Reference:**

All the texts used from the previous academic quarters.

### **Outline for Individual Projects**

There is one individual project and a documentation of the same requirement for every graduating student.

### Project Objective

The objective in this course is to make the student create a project from start to finish using all their acquired skills and knowledge through their program. While using and managing their aesthetic choices and technologies, students must demonstrate an understanding of their projected client and audience requirements clearly while articulating a vision for their project. In order to make this feasible, the instructor must encourage the students to keep it simple, effective and narrow the scope if necessary.

- Each student will conceptualize and build a simple linear / interactive multimedia project in a theme of their choice. The project may be executed in any of the applications used in their academic program. Sound conceptual thinking and design must justify the projects. A simple idea executed well and completed may go a longer way than a complex idea, incomplete! The emphasis must be on determining the scope of the project vis-a-vis the time frame for completion. Examples in content may range from interactive games and presentations to 5 min video films. While students may explore the canvas of possibilities in terms of thematic choice, their projects must be well grounded behind their choices.
- Each student will also document the their final project. The document will reflect the design objective; the research, process, methodology and project plan to the schematics of final product. The final document must document the design process form idea to final product.

### **Week 3 - PROJECT PROPOSAL, CONCEPT, METHODOLOGY, ROUGH STORYBOARD AND EXECUTION PLAN**

This presentation will contain:

- The objective and ideas and concept of the project
- The preliminary research and research plan to support the above
- The macro project timeline and execution plan

- A definition of all media elements (movie, sound, images, graphics) to be used for the project and the scope and complexity in the interactivity design of the project.

#### **Week 4 - STORYBOARD AND DETAILED PROJECT PLAN**

This presentation will contain:

- The concept in design treatment and graphics
- The storyboard in terms of a flow chart.
- The completed detailed project plan and timeline
- A definition of expectations for the mid-term review and delivery of the final product.

#### **Week 7 - MID-TERM PROJECT REVIEW**

This presentation will contain:

- The delivery for the mid-term i.e. A prototype of the multimedia project demonstrated using the chosen media.
- A brief report on work progress and justifications for direction changes made (if any) in the design and concept during execution.
- A redefined scope of the project if necessary.
- The progress in project documentation.

#### **Week 10/Friday - FINAL PRESENTATION FOR INTERNAL ACADEMIC REVIEW**

This presentation will contain:

- The final delivery for multimedia project - assembled, tested and debugged.
- The final project document

## Document Objective

The project document is a documentation of the entire design to final product process. The document will contain the preliminary research, proposal, proposal objective, research, problems and challenges, research methodology, timeline/project plan, material gathering, design treatment, prototype building and snapshots of the final product. The document will have a contents and acknowledgements page and must be well designed.

### **Week 11 / Monday** - *SETTING UP, REHEARSALS FOR FINAL SHOW TO THE ACADEMIC COMMUNITY*

This is the testing and preparatory stage for students who may have special projections, structures and needs for their public display.

- Develop and decide a presentation plan collectively by course faculty and students.

### **Week 11 / Final Day** (determined by course faculty) - FINAL SHOW TO THE ACADEMIC COMMUNITY ON CAMPUS

- The final graduating presentation. The student and faculty body must be invited along with prospective employers and professionals from the area. The students may also invite their guests.

Projects and reviews carry the following weight:

#### **Project 1** **10 %**

Project proposal, concept, methodology, rough storyboard and execution plan

#### **Project 2** **15 %**

Storyboard and detailed project plan

**Mid - Term** 20 %

Mid-term project review

**Final Project** 35 %

Final presentation

**Project 3**

Project Documentation 10 %

**Participation** 10 %

Attendance/Interest/Final Show

Final Grades will be based on the ITT evaluation scale.

**Final grades will be calculated from the percentages earned in class as follows:**

A	90 - 100%	4.0
B+	85 - 89%	3.5
B	80 - 84%	3.0
C+	75 - 79%	2.5
C	70 - 74%	2.0
D+	65 - 69%	1.5
D	60 - 64%	1.0
F	<59%	0.0

**Unit Outlines**

1. Review of course and final project objectives.

Unit topics

- Review of course syllabus
- Brief refresher on project planning
- Refresher on the production workflow plan for multimedia
- Discussion on ideas and expectations for individual projects

2. Unit 2 - Research, Idea Development and Individual Feedback

Unit topics

- Individual feedback, idea development and research
- Work on preliminary concept/project plan

**Plan for project 1 - PROJECT PROPOSAL, CONCEPT, METHODOLOGY, ROUGH STORYBOARD AND EXECUTION PLAN - due week 3**

3. Review - Project 1

Unit topics

- Faculty and peer review for Project 1 - **Individual Project Proposal, Concept, Methodology, Rough Storyboard And Execution Plan**



**Plan for project 2 - STORYBOARD AND DETAILED PROJECT PLAN - due week 4.**

4. Review - Project 2

Unit topics

- Faculty and peer review for Project 2 - **Storyboard And Detailed Project Plan**
- Continue work towards research and gathering material for individual projects

5. Unit 5 - Research And Assembly Of Prototype For Mid-Term.

Unit topics

- Individual feedback
- Research
- Assembling prototype for mid-term

6. Unit 6 - Assembling prototype for mid-term

Unit topics

- Individual feedback
- Research
- Assembling prototype for mid-term

**Plan for - MID-TERM REVIEW - week 7**

7. MID-TERM PROJECT REVIEW

- Faculty and peer review for **Mid-Term Project Review**
- Continue assembling and start authoring work for final projects

8. Authoring / Editing final projects

Unit topics

- Individual consultation and feedback
- Authoring / Editing final projects

9. Authoring / Editing final projects

Unit topics

- Individual consultation and feedback
- Authoring / Editing final projects

10. Authoring / editing and testing of final projects

Unit topics

- Individual consultation and feedback

- Editing and testing final projects

**Plan for final - FINAL PROJECT REVIEW - due week 11**

11. FINAL PROJECT REVIEW and SET-UPS AND FINAL SHOW TO THE CAMPUS

- Faculty Review for **Final Project**
- Plan for design and setting up for final show
- Set-up and run through for final show
- Final show and presentation