

BASIC INFORMATION:

	<i>The code</i>	<i>The content</i>
Organizational unit	01.07.300	Faculty of Information Technologies
Abbreviation	01.07.300	FIT
Chair		The Department of Computer Graphics and Design (KatDiz)
Course/module	1.02.02.01.006	Multimedia

TYPE OF COURSE:

Functional area	SPECIALIZED
Level of abstraction	MIDDLE
Course type - obligation	MANDATORY

COURSE REGISTRATION:

	<i>The code</i>	<i>The content</i>
Scientific field	1.00.00	Natural Sciences
Scientific area	1.02.00	Computer and Information Sciences
Narrow scientific field	1.02.02	Information Sciences and Bioinformatics
Subdistrict	1.02.02.01	Computer Multimedia and Graphics

COURSE DESCRIPTION:

Educational and professional goals:	<p>The aim of the program is to acquaint participants with basic theoretical and practical approaches to the design and construction of multimedia information systems. It covers the architecture and organization of multimedia information systems.</p> <p>Special attention is given to various aspects of the multimedia phenomenon, as the predominant mode of presenting, storing, transmitting, processing, presenting, and perceiving information today. The primary goal is to equip students with an understanding of the role of multimedia objects and systems in the modern world, as well as to acquire the necessary knowledge and skills for using multimedia tools and technologies in creating and integrating multimedia objects with web technologies.</p>
Competences/educational outcomes:	Students who successfully complete the "Multimedia" course will possess fundamental theoretical knowledge and practical skills used in the design and implementation of multimedia applications. They will also become acquainted with the architecture and organization of multimedia information systems and the application of multimedia elements in the development and design of multimedia products.
Skills mastered:	Skills in using Adobe software packages: Adobe Photoshop, Adobe Illustrator, Adobe Premiere.
Course content:	<ul style="list-style-type: none"> • The emergence and development of multimedia information systems • Challenges of multimedia technologies and information systems • Generic architecture of multimedia information systems • Data modeling in time-oriented media • Structuring media objects • Searching in multimedia information systems • Implementation of multimedia data models • Text • Images and graphics • Color • Sound

	<ul style="list-style-type: none"> • Animation • Video • Internet and multimedia • Multimedia design and development
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COURSE METRICS:

ECTS	Teaching activities (lesson)					Individual work		TOTAL hours of work	
	Contact lessons		Exercises and trainings	Seminar and stud. papers	Pedagogical workshops	Professional and clinical practice	Individual. and group learning		Source research
	R	E							
5	24	12	36	18	12		70	8	180

Teaching languages:	English	Serbian		
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ACCESS CONDITIONS

Code	Course/Module title	Grade	Description of conditions (additional)

COURSE METHODOLOGY

Lectures are conducted according to a predetermined schedule using modern presentation and demonstration tools and techniques, applying interactive methods of working with students. This provides insight into their prior knowledge and specific experiences related to the subject matter, as well as an understanding of the continuity of material comprehension.

Lectures are delivered using **didactic and educational content in electronic and digital form** (including recorded lectures and mentor exercises) on various video presentation media.

The entire teaching process is carried out using **information and communication technologies (ICT)**, allowing students to actively engage in the knowledge acquisition process through computer-assisted learning and research. This approach enables students to have a deeper interaction with educational content and apply research techniques in the learning process.

Students can schedule consultations with the responsible Department of Computer Communications, Networks, and Security during designated consultation hours.

The exercises follow the thematic units of the lectures in content. The exercises are conducted in the computer lab of the Pan-European University or in the Laboratory for Information and Communication Technologies and Distance Learning (ICT-information & communication technologies & DL-distance learning).

STUDENT WORK EVALUATION

No.	Type of evaluation	partial/ final	elective / mandatory	Percentage of participation
01	Attendance at lectures	Pre-exam obligation or requirement	Mandatory	5%
02	Activity in exercises/laboratory work	Pre-exam obligation or requirement	Mandatory	5 %
03	Student's practical work	Pre-exam obligation or requirement	Mandatory	30 %
04	Exam activities - final test (problem-based test, written exam)	Final	Mandatory	60 %

LITERATURE / SOURCES (listed in order of relevance)

Author (Last Name, First Name)	Publication title	Publisher's headquarters	Publisher	Edition year	Type of publication*
a/ Basic literature					
Dušan Starčević Velimir Štavljanin Miroslav Minović	Multimedia	Belgrade	University of Belgrade, FON	2020	Book
b/ Supplementary literature					
Selma Rizvić, Vensada Okanović	Osnovni principi kompjuterske grafike	Sarajevo	TDP Sarajevo	2017	Book
c/ Other sources – journals					
Author - Surname, First name (if the source is an article)	Journal title	Publisher's headquarters	Publisher	Edition year	Type of journal*
c/ Other sources – Internet (WEB) sources					
Site name	Site address	Title of work/hyperlink		Read	
(*)Type of publication (book, script, compendium, multimedia)					