

# NCLC 475 – 008 Multimedia Research and Project Development -- Spring 2002

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**Professor:** Andrew J. Ryan

**Office Hour:** Mondays 5.00 to 6.00 PM or by appointment

**Meeting Times:** JC 311, Mondays 7.20 to 10.00PM

**Course Web-site:** [http://classweb.gmu.edu/ajryan/475\\_s02/nclc475.html](http://classweb.gmu.edu/ajryan/475_s02/nclc475.html)

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**Course Description and goals:** This is a **4** credit [New Century College](#) course. The goal of this course will be to provide a solid background in multimedia research and concept development from a scientific yet practical point of view. Students will gain a full understanding of the computer-based principles behind multimedia and appreciate the symbiotic relationship between the two. Finally, you will learn about the life cycle of development for a multimedia application including topics such as: "what constitutes a good idea," "usability testing," and "copyright issues."

This course depends heavily on student participation. You will learn from each other as well as from me, the professor. Active learning is encouraged, PLEASE feel free to ask for clarification on any points either during class, via e-mail, or phone.

## **Grading Policy:**

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|--------------------------------|-----|
| • Multimedia Paper             | 30% |
| • Multimedia Group Project     | 30% |
| • Case studies/Response Papers | 15% |
| • Quizzes                      | 15% |
| • Participation                | 10% |

**Late work** will **NOT** be accepted. Unless otherwise noted, all assignments are due at the beginning of class. Exceptions are permissible, but require **prior permission of instructor**.

**Missed Information** is the responsibility of the student, not the instructor. The student is responsible for class material, handouts, due dates, assignments, or details missed for **ANY** reason, including absences.

**Final grades** will be calculated using the University grading system. **No curve** will be used -- this is to your advantage!

**Plagiarism will not be tolerated.** Any project or paper suspected not be the original work of the author will be forwarded to the **George Mason University Honor Council**. When in doubt, please consult me *before* handing your work in.

**Course Goals:**

- Introduce development life cycles for software and multimedia projects
- Provide a platform for students to apply multimedia skills in a structured environment
- Make sure students understand and observe copyright laws
- Gain real world work experience through the experiential /service learning component of the course - using your technology skills to provide some technology service (create or redesign Web site, do Internet research, teach Internet skills, etc.) for a non-profit organization.
- Introduce research aspect of multimedia and facilitate further study in this area
- Enhance technical writing skills via professional research paper to be published
- Articulate how your learning experiences in this course relate to the New Century College [Competencies](#)

**Required Texts:**

- **Multimedia: Making it Work;** Vaughan, Tay
- **The Elements of Technical Writing;** Blake, Gary

**Optional:**

Part of the research process is gaining a familiarity with current events in the field and establishing a level of comfort in analyzing/critiquing professional quality papers. In an attempt to foster an environment conducive to this process, I *suggest* you subscribe to the Institute of Electrical and Electronics Engineers (IEEE) journal on Multimedia. The cost for a half-year membership is \$9.50. However, you can also access articles on-line (within the Mason server) for free.

To join IEEE, go to <http://www.ieee.org>

To access the IEEE Multimedia web page, go to <http://computer.org/multimedia/>

**Experiential Learning:** This course has a **required** [experiential learning](#) component. The various team meetings will serve as the foundation for this. You will be required fill out an EL log for each meeting and submit them on-line. All logs must be kept up to date and are subject to review at any point in time.

**NCC Competencies:**

*Communication* – via presentations, understanding how to effectively create applications which are visually understandable by users.

*Critical Thinking* – use analytical reasoning skills to develop a fully-functional multimedia application

*Problem Solving* – creatively handle any issues pertaining to the development of a fully functional multimedia application

*Group Interaction* – students will work in groups to do presentations, lead class discussions, and develop a multimedia application

*Aesthetic Response* – students will perform usability testing to judge the visual quality of their application

*Information Technology* – students will employ information technology applications and techniques for research and development of major class projects. Copyright and legal issues will also be examined

**Participation:** You will be assigned to groups and are expected to work with group members on group projects and help each other as you are learning new technology skills. If a student does not actively participate in the group projects, that student's individual project grade may be downgraded accordingly. You will evaluate each other's group performance at the end of the semester. Participation in in-class and electronic class discussion is included in your participation grade. You are expected to come to class having read the material for the class and have ready any course work due for that class. I feel no obligation to accept or respond to work turned in late. Quality of work, not just completing it, determines the grade you earn.

**About Group Work:** During the course of the semester, you will be required to work in groups. In the past, this has been a very rewarding experience for students. However, there have been occasions where inequity in workload has been a problem. You are encouraged to write a group contract, to be signed by all members, which outlines the penalties involved for not fulfilling group duties. At the end of the project, I will collect these contracts and incorporate them into the final grade for the project. I will hold the group responsible for resolving any issues that may arise throughout the semester. As a last resort, I will mediate in the matter, **if** all group members agree to abide by my decision.