

## COURSE DESCRIPTION LAB

<b>Course Name:</b>	MULTIMEDIA DEVELOPMENT LAB-II
<b>Course Code:</b>	10B28CI683
<b>Course Credits:</b>	1 (0-0-2)
<b>Branch and Semester:</b>	IT – 6th Semester
<b>Session:</b>	Jan -June, 2016
<b>Faculty Coordinator:</b>	Ruhi Mahajan

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### **Objective:**

A course which introduces the student to interactive multimedia technologies, both standard and newly developed in function. Technologies and their applications will be discussed in context of a flash framework, which will enable the student to develop skills for evaluating the potential of new multimedia technologies using Macromedia Flash MX2004.

### **Learning Outcomes:**

1. To learn how to design and develop multimedia for real world e-learning.
2. To learn how to simulate advance multimedia frames.
3. To learn and apply cognitive principles of user interface design.
4. To practice layering concept in multimedia environment.
5. To learn how to implement multimedia e-learning in Macromedia Flash.
6. Create multi-user multimedia applications.
7. Creating animations for advance assignments of real world.
8. Create a 3D multimedia application with Layering
9. Apply image-processing algorithms to multimedia content within a scripting environment.
10. Apply current standards and guidelines for multimedia development and delivery.
11. Create production quality multimedia applications.
12. Configure an Android emulator and a hardware connection to an Android device.
13. Write interactive programs on the Android.
14. Analyze a design's ability to interact with other apps on the device
15. Design dynamic UIs using fragments and the Android support library

### **Course Contents:**

<b>S.No</b>	<b>Topic</b>	<b>No of Labs</b>
1	Basic Animation Concepts, Introduction to Flash	1
2	Basic Assignment to understand the fundamental of Flash	1
3	Shape Tween , Masking	3
4	Zoom In and out Effect , Ripple Effect	4
5	Introduction to android & Environment Setup	2
6	Create Android Application , UI Controls	2

7	Event Handling	1
8	Database in android using SQLite	1

**Evaluation Scheme:**

1. Mid Term Exam (Viva and Written Exam)	15
2. End term Exam (Viva and Written Exam)	15
3. Lab Records	15
4. Regular Assessment (Quality and quantity of experiment performed, learning laboratory skills)	40
5. Attendance and discipline in lab	15
<b>Total</b>	<b>100</b>

**Books/References:**

**Title:** Flash MX Action Script Programming  
**Author:** Robert Reinhardt and Joey Lott  
**Publisher:** Wiley

**Title:** Flash 5 Magic with Action Script  
**Author:** J. Scott Hamlin and David J. Emberton  
**Publisher:** Techmedia

**Title:** Flash 5 Visual JumpStart  
**Author:** Patricia Hartman  
**Publisher:** BPB

**Title:** Beginning Android Application Development  
**Author:** Wei-Meng Lee  
**Publisher:** Paperback