## MINNESOTA WEST COMMUNITY & TECHNICAL COLLEGE COURSE OUTLINE

| DEPT. CSCI   | COURSE NUMBER: 2150  |
|--|--|
| NUMBER OF CREDITS: 3   | Lecture: 3 Lab: 0 OJT 0  |
| Course Title:  |  |
| Multimedia for the Web   |  |
| Catalog Description:   |  |
| Multimedia for the Web explores emerging standard development and maintenance of text, graphics, scalinteractive elements to enhance web pages. Objects applets, reaction to the state of the browser and evelopment content. Additional actions of the web site maintenance employed through the development of | anned images, audio, video, dynamic and s of scrolling messages, pop-up windows, ent/response to user interventions provide the hierarchy, security management and |
| Prerequisites or Necessary Entry Skills/K  | Knowledge:   |
| CSCI 1102  |  |
| FULFILLS MN TRANSFER CURRICUL applicable)  | LUM AREA(S) (Leave blank if not  |
| Goal 1: Communication: By meeting the following  |  |
| ☐Goal 2: Critical Thinking: By meeting the follow  |  |
| ☐Goal 3: Natural Sciences: By meeting the following  |  |
| ☐Goal 4: Mathematics/Logical Reasoning: By mee   | ting the following competencies:   |
| ☐Goal 5: History and the Social and Behavioral Sci   | iences: By meeting the following   |
| competencies:  |  |
| Goal 6: The Humanities and Fine Arts: By meeting   |  |
| Goal 7: Human Diversity: By meeting the followi  |  |
| ☐Goal 8: Global Perspective: By meeting the follow   |  |
| ☐Goal 9: Ethical and Civic Responsibility: By meet   |  |
| ☐Goal 10: People and the Environment: By meeting   | g the following competencies:  |
| Topics to be Covered   |  |
| Introducing Multimedia for the Web   |  |
| Planning the Multimedia website  |  |
| Design and the User Interface  |  |
| HTML, XHTML and Web Authoring Multimedia Elements: TEXT, Graphics, Animation   | 2 Sound Video  |

Markup, scripting and programming for the Web

| Student Learning Outcome  |  |
|---|--|
| Define Multimedia   |  |
| Explain design strategy   |  |
| List design guidelines  |  |
| Describe HTML, XHTML and conversion tools                       |  |
| Discuss cascading style sheets and implementation               |  |
| Measure image quality and classify graphic file formats         |  |
| Apply 3-D animation, special effects and virtual reality        |  |
| Identify audio file formats for the web                         |  |
| Identify digital video file formats and codecs for the web      |  |
| Analyze markup, scripting and programming languages for the web |  |
|   |  |
| Is this course part of a transfer pathway: Yes □ No ☒           |  |
| *If yes, please list the competencies below                     |  |

Revised Date: 1/18/2022