

**Course Number & Name:** LIS 461 - Multimedia Technology for Information Management

**Description:** This course examines first the definition and role of multimedia as an information channel and then considers the application of multimedia in different environments. In this course we examine data modeling for multimedia applications, production, and web-based distribution. Students will develop a multimedia product, touching on all stages of product development, from needs assessment, storyboarding, resource library (“information architecture”) to using authoring software, such as Macromedia Flash, or dynamic web applications. There are no programming skills or other technical requirements, other than successful completion of the IT Core Class.

- **Prerequisites:** LIS 488, TOR
- **Audience (level, environment/setting):** Students interested in bibliographic instruction, educational software production, digital archives, e-business, multimedia development; Students who have completed a course in web technologies or information architecture may want to apply their skills in this class.
- **Student Learning Outcomes [by number]:** 2, 4, 5, 6, 10
- **Topics/List of Lectures:**
  - Introduction to the world of multimedia; how interactivity works
  - Home uses of multimedia
  - Multimedia in specific domains
  - Technical underpinnings
    - Equipment
    - File formats
    - Virtual reality
    - Digital movies
  - Platforms & Players
  - Production
    - Product creation and management
    - Authoring
      - Authorware
      - Flash
      - Text and type
      - Sound
      - Graphic design
      - Digital video
  - Internet
  - Libraries

- **Suggested Textbooks/Readings**
  - TBA
- **Course History:**
  - October 2004: discussed at curriculum retreat; new description (voted in at 10/04 Faculty Meeting)
- **Document prepared by:** Gerry Benoit, 10/04