

## Learning Outcomes: VIST 374 – Multimedia Design and Development

**Relevant Careers:**

- Front End Designer
- User Experience Designer
- Programmer – Mobile Developer
- Games Technical Artist

**Level 1 – Knowledge**

- Identify the chief characteristics of a multimedia program as a non-linear program with interactive control (navigation) by the user.
- Identify the chief characteristics of animation use in multimedia programs.

**Level 2 - Comprehension**

- Discuss the roles of typography, color, graphics, animation, sound, and video in multimedia programs.
- Explain the role of interactivity in multimedia productions, including how interactivity (allowing the viewer to choose what parts and in what order he/she may view the program) effects the building of the “story.”

**Level 3 - Application**

- Apply the use of the appropriate technical technique to achieve the desired end in multimedia productions.

**Level 4 - Analysis**

- N/A

**Level 5 - Synthesis**

- Create graphics, sound, video, and animation for use in multimedia projects.
- Create animations in Flash using all the tools available in Flash: shape and motion tweening, inverse kinematics, 3-D rotation and translation, sound, and video.
- Create navigational schemes linking the various parts of the production by using ActionScript.
- Create multimedia productions that work well on a mobile device.

**Level 6 - Evaluation**

- Evaluate and critique multimedia programs.
- Evaluate and critique student multimedia designs.