

Course description

Course: Multimedia Content Processing 1.

Tutors, contacts:

Course leader: János Szirtes (szirtesjano@gmail.com)

Miklós Erhardt (mikloserhardt@yahoo.com)

Antal Bodóczy (a.bodoczky@gmail.com)

Balázs Sánta (balazs.santa@gmail.com)

József Tasnádi (tasnadij@upcmail.hu)

Dániel Cseh (csehdaniel@gmail.com)

Code:	Position in the curriculum:	Proposed semester: 5.	Credit: 20	Total classes: 144 hrs Out of which individual hours:
Connected codes:	Course type: praxis, tutored	Freely selectable or not?	Special preconditions if freely selectable:	

Embeddedness of the course (pre- and parallel conditions):
Multimedia Introductory Studies IV.

Goals and Principles:

Mastering various methods and tools of content processing/providing for applied and autonomous media projects (multimedia, new media). Introduction of up-to-date technologies and languages in media/multimedia communication. Developing the students' skills in using up-to-date design methodologies as well as their capacity to give valid reactions to give social phenomena/needs.

Expected results

Knowledge:

Basic professional knowledge in the fields of multimedia design, software-art, 3D modelling/printing, 3D game design, physical computing. Professional knowledge in video clip and video ad production.

Skills:

Basic design and production skills in the fields listed under "Knowledge".

Attitude:

Mastering a professional attitude towards the requirements forwarded by the commissioner and/or the project leader. Conscious adaptation of creative drives to given expectations in complex applied video/multimedia/new media projects.

Autonomy and responsibility:

Autonomous and responsible co-ordination and delivering of applied and/or autonomous media-art, mulit media and new media projects.

Topics, frameworks and experiences touched upon within the course:

Online media, game design, creative encoding, physical computing, robotics, human-machine interactions, multimedia installations, new media installations, video clips, video ads, communication campaigns

Students' tasks:

- Realization of assignments of the module individually, tutored by project tutors.
- Preparing and delivering end presentations.

Environment:

- classroom for 6-8 persons, shades, beamer (HDMI / VGA), speakers, screen/monitor, internet
- project space for 6-8 persons

Assessment:**Requirements:**

- active participation
- transparent, balanced working process
- keeping deadlines
- delivering the assignments
- preparing presentations
- presentation

Assessment process:

- practical demonstration, presentation

Bases of evaluation:

- active participation in the classes
- keeping deadlines
- transparent working process
- delivering the assignments
- quality of presentation

Calculation of the grades:**Reading list:**

Other information:

Validation of prior knowledge:

- *overall recognition possible*
- *partial recognition possible*
- *no recognition*

Times and sites of tutorings outside schedule: