



UNIVERSITAS MATARAM

(University of Mataram)

FAKULTAS TEKNIK

(Faculty of Engineering)

PROGRAM STUDI TEKNIK INFORMATIKA

(Bachelor of Informatics Engineering)

MODULE HANDBOOK DESCRIPTION

Module designation	Sistem Multimedia (D18KB024)
Semester(s) in which the module is taught	Elective courses
Person responsible for the module	Regania Pasca Rassy, S.Kom., M.IM.
Language	Indonesian
Relation to curriculum	Elective courses
Teaching methods	Lectures, Discussions, Project
Workload (incl. contact hours, self-study hours)	Contact Hours every week, each week of the 16 weeks/semester including Evaluation <ul style="list-style-type: none"> ● 2 x 50 minutes lecturer/week ● 2 x 60 minutes class exercise/week ● Self Study hours = 120 minutes/week Total workload 340 minutes/week
Credit points	2(~ 4,8 ECTS)
Required and recommended prerequisites for joining the module	-
Module objectives/intended learning outcomes	By taking this course, students are expected to be able to recognize and implement various forms of Multimedia Systems in various areas of life.
Content	This course will discuss the basic concepts, research trends, and problems that can be solved with various model solutions consisting of multimedia elements such as the implementation of audio-visual content, Augmented Reality/Virtual Reality-based platforms and the

	Multimedia Development Life Cycle framework. The discussion in this course also includes how to design concepts, identify needs, tools and techniques to build multimedia-based digital content or platforms.
Examination forms	Assignments, Quiz, Project, Problem solving
Study and examination requirements	Assignment 35% Project 1 25% Project 2 40%
Reading list	<ol style="list-style-type: none"> 1. Havaladar, P., Medioni, G., " Multimedia System: Algorithn, Standards, and Industry Practices". Course Techonology, Cengage Learning, 2010. 2. Bhatnager, G., Mehta, S., Mitra, S., "Introduction to Multimedia Systems",. Academic Press, 2002. 3. Clark, R.C., Mayer, R.E. e-Learning and the Science of Instruction". Pfeiffer2008. 4. Schmasltieg, D., Hollerer T., "Augmented Reality: Principles and Practices", Pearson Education, 2016. 5. LaValle, S.M., "Virtual Reality", Cambridge University Press, 2019