

COURSE MODULE OUTLINE

General information

SCHOOL	SCHOOL OF APPLIED ARTS AND SUSTAINABLE DESIGN		
PROGRAM COURSE	GRAPHIC ARTS AND MULTIMEDIA		
LEVEL OF STUDY	POSTGRADUATE		
COURSE UNIT CODE	GTP61	YEAR OF STUDY	2nd
COURSE TITLE	INFORMATION TECHNOLOGY - MULTIMEDIA		
INDEPENDENT TEACHING ACTIVITIES <i>in case credits are awarded for separate components/parts of the course, e.g. in lectures, laboratory exercises, etc. If credits are awarded for the entire course, give the weekly teaching hours and the total credits</i>	WEEKLY TEACHING HOURS	CREDITS	
Weekly effort in hours: 17.5 x 32 weeks	560 p.y.	20 ECTS	
<i>Add rows if necessary. The organization of teaching and the teaching methods used are described in detail under section 4</i>			
COURSE TYPE Compulsory, Optional, Optional mandatory	COMPULSORY		
PREREQUISITE COURSES:	There are no prerequisites for this course		
LANGUAGE OF INSTRUCTION AND EXAMS:	GREEK		
THE COURSE IS OFFERED TO ERASMUS STUDENTS	NO (ANNUAL COURSE)		
COURSE WEBSITE (URL)	https://www.eap.gr/en/graphic-arts-multimedia/topics/#g61		

(2) LEARNING OUTCOMES

Learning Outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate (certain) level, which students will acquire upon successful completion of the course, are described in detail. It is necessary to consult:

APPENDIX A

- *Description of the level of learning outcomes for each level of study, in accordance with the European Higher Education Qualifications' Framework.*
- *Descriptive indicators for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and*

APPENDIX B

- *Guidelines for writing Learning Outcomes*

Upon completion of the GTP61 unit the student:

- will understand computer-aided design technologies,

- will understand the technology of the individual components that make up a computer, in terms of hardware and software,
- will have developed skills in the design and production of multimedia tools using various application programs
- will have developed pedagogical skills in presenting a topic (mainly multimedia content)
- will have developed creative skills in the composition of a visual arts project.

General Competences

Taking into consideration the general competences that students/graduates must acquire (as those are described in the Diploma Supplement and are mentioned below), at which of the following does the course attendance aim?

<i>Search for, analysis and synthesis of data and information by the use of appropriate technologies,</i>	<i>Project planning and management</i>
<i>Adapting to new situations</i>	<i>Respect for diversity and multiculturalism</i>
<i>Decision-making</i>	<i>Environmental awareness</i>
<i>Individual/Independent work</i>	<i>Social, professional and ethical responsibility and sensitivity to gender issues</i>
<i>Group/Team work</i>	<i>Critical thinking</i>
<i>Working in an international environment</i>	<i>Development of free, creative and inductive thinking</i>
<i>Working in an interdisciplinary environment (Other.....citizenship, spiritual freedom, social awareness, altruism etc.)</i>	<i>.....</i>
<i>Introduction of innovative research</i>	<i>.....</i>

With the successful completion of the Course Unit the student will have further developed the following general skills:

- Research, analysis and synthesis of data and information, using necessary technologies.
- Adaptation to new conditions
- Decision making
- Autonomous work
- Work in an interdisciplinary environment
- Generation of new research ideas
- Project planning and management
- Exercise critical thinking and self-criticism
- Promotion of free, creative, and inductive thinking

(3) COURSE CONTENT

This unit refers in detail to the most important elements that characterize multimedia and its applications, following all the stages of development of a multimedia application. In particular, a brief introduction to the field of multimedia is attempted, definitions of key concepts are given and the main reasons that led to the creation of multimedia are mentioned. This is followed by a brief reference to the evolution of multimedia and the necessary technological equipment. The types of multimedia are described, the various applications of multimedia are described and the elements necessary for the development of an application are analysed. The organisation of the production of a multimedia application will also be discussed, and audiovisual material and hyperlinks will be discussed. Cognitive Objects of the unit include:

- Computers
- C language – multimedia, programs, networks
- Architectural analysis and synthesis with digital media

(4) TEACHING METHODS--ASSESSMENT

<p>MODES OF DELIVERY <i>Face-to-face, in-class lecturing, distance teaching and distance learning etc.</i></p>	<p>Distance learning by conducting five Group Counseling Meetings (GCMs) during the academic year (on weekends).</p>																	
<p>USE OF INFORMATION AND COMMUNICATION TECHNOLOGY <i>Use of ICT in teaching, Laboratory Education, Communication with students</i></p>	<p>During the GCMs and/or for project work teaching and collaboration takes place by the use of the following tools and platforms:</p> <ul style="list-style-type: none"> • remote meeting tools (cisco webex), • presentation software (powerpoint type), • dedicated software related to various course material. <p>In addition, students use office automation tools, web browsers as well as e-readers for digital books.</p>																	
<p>COURSE DESIGN <i>Description of teaching techniques, practices and methods: Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, Internship, Art Workshop, Interactive teaching, Educational visits, projects, Essay writing, Artistic creativity, etc.</i></p> <p><i>The study hours for each learning activity as well as the hours of selfdirected study are given following the principles of the ECTS.</i></p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center;"><i>Activity/Method</i></th> <th style="text-align: center;"><i>Annual workload</i></th> </tr> </thead> <tbody> <tr> <td>5 GCMs x 4 hours</td> <td style="text-align: center;">20</td> </tr> <tr> <td>5 personal assignments x 16 hours</td> <td style="text-align: center;">80</td> </tr> <tr> <td>Study material</td> <td style="text-align: center;">60</td> </tr> <tr> <td>Group project, 4 assignments x 20 hours</td> <td style="text-align: center;">80</td> </tr> <tr> <td>Exams</td> <td style="text-align: center;">3</td> </tr> <tr> <td>Self-paced study</td> <td style="text-align: center;">300-320</td> </tr> <tr> <td>Total workload (in hours)</td> <td style="text-align: center;">560</td> </tr> </tbody> </table>		<i>Activity/Method</i>	<i>Annual workload</i>	5 GCMs x 4 hours	20	5 personal assignments x 16 hours	80	Study material	60	Group project, 4 assignments x 20 hours	80	Exams	3	Self-paced study	300-320	Total workload (in hours)	560
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<p>STUDENT PERFORMANCE EVALUATION/ASSESSMENT METHODS <i>Detailed description of the evaluation procedures:</i></p> <p><i>Language of evaluation, assessment methods, formative or summative (conclusive), multiple choice tests, short- answer questions, open-ended questions, problem solving, written work, essay/report, oral exam, presentation, laboratory work, other.....etc.</i></p> <p><i>Specifically defined evaluation criteria are stated, as well as if and where they are accessible by the students.</i></p>	<p>Completion of written assignments during the academic year, the average of the grades of which will contribute to the final grade of the unit by 40%, if eligible for the final or re-sit examinations. Final written examinations, the grade of which contributes to the final grade of the unit by 60%.</p> <p>The criteria of the written assignment can be found on the study site as well as in the general regulation https://www.eap.gr/education/study-regulations/</p>																	

(5) SUGGESTED BIBLIOGRAPHY:

- *Suggested bibliography:*

HOU Publications:

- Στυλιαράς Γ., Δήμου Β., Ζευγώλης Δ. (2019), Τεχνολογία Πολυμέσων. Σύγχρονα Πολυμεσικά Εργαλεία, 1η έκδ., Αθήνα: εκδ. Τζιόλα
- Τόμος Β΄: Παραγωγή και Σχεδιασμός Πολυμέσων, ΕΑΠ, Πάτρα, 2003.
- Οδηγός Προγραμμάτων, ΕΑΠ, Πάτρα, 2004.

Additional supplementary digital material (scientific papers, book chapters and multimedia content) will accompany the papers and will be announced through the study platform.

- *Related scientific Journals:*

1. [ACM Transactions on Computer Human Interaction](#)
2. [Interacting with Computers](#)
3. [International Journal of Human-Computer Interaction](#)
4. [International Journal of Human-Computer Studies](#)
5. [Human-Computer Interaction](#)
6. [Computers in Human Behavior](#)
7. [Multimedia Systems](#)
8. [Multimedia Tools and Applications](#)
9. [IEEE Transactions on Multimedia](#)
10. [Design Studies](#)