Jordan University of Science and Technology
Faculty of Architecture And Design
Design And Visual Communication Department

DV234 Introduction And History Of Multimedia
Summer Semester 2023-2024

Course Catalog
3 Credit Hours. The course covers the history of multimedia and animation culture from the dawn of recorded history to today's next generation gaming consoles and everything in between. The course introduces the concept of digital multimedia and animation
Teaching Method: Blended

Text Book	
Title	Computer animation
Author(s)	Weinstock, Neal
Edition	1st Edition
Short Name	Ref 1
Other Information	Publication: Addison-Wesley Pub. Co., Reading, Mass. : c1986.

Course References

Short name	Book name	Author(s)	Edition	Other Information
Ref #2	The fundamentals of animation	Wells, Paul	1st Edition	Publication: AVA Pub. SA, Lausanne, Switzerland : 2006.
Ref #3	A Brief History of Computing	O?Regan, Gerard.	1st Edition	Publication: Springer-Verlag London Limited, London : 2008.

Instructor	
Name	**Mr. SAMER SHATNAWI**
Office Location	-

Office Hours	Sun : 16:00 - 16:30
	Mon : 13:30 - 16:00
	Tue : 16:00 - 16:30
	Wed : 13:30 - 16:00
Email	sashatnawi@just.edu.jo

Class Schedule & Room

Section 2:
 Lecture Time: Sun, Tue : 14:30 - 16:00
 Room: A3131

Prerequisites

Line Number	Course Name	Prerequisite Type
2232310	DV231 Design Method And Creative Thinking	Prerequisite / Study

Tentative List of Topics Covered

Weeks	Topic	References
Week 1	- Multimedia Definition (Multimedia vs. Media).	
Week 2	How do we see animation.	
Week 3	The Five Multimedia Elements: - Text, Audio, Still Images, Animation, Video Footage, and Interactivity	
Week 4	History of Animation: Thaumatrope, Zoetrope, Flip-Book, Stop-motion, Claymation, Cartoons, Computer Generated Imagery.	
Week 5	How Walt Disney Cartoons are made.	
Week 6	Walt Disney Animation Lookback	
Week 7	Illuminating Photography	
Week 8	How Does a Camera Work	

Mapping of Course Outcomes to Program Outcomes	Course Outcome Weight (Out of 100%)	Assessment method
Effective written and digital presentation skills.	20%	
Identify and describe the major milestones in the history of Multimedia and animation. (15%).	15%	

Students will gain a thorough working knowledge of multimedia and animation history vocabulary. (15%).	15%	
Understand the concepts and processes underpinning multimedia history's design and development.	30%	
Design and implement multimedia and animation solutions.	20%	

Relationship to Program Student Outcomes (Out of 100%)							
PLO1	PLO2	PLO3	PLO4	PLO5	PLO6	PLO7	PLO8

Evaluation	
Assessment Tool	**Weight**
First Exam	20%
2nd Exam	20%
Final Exam	40%
Assignments	20%

Policy	
Attendance	Attendance is obligatory; the allowable absence is 20% of the contact time.
Cheating	Cheating is not tolerated and against the university rules. Cheating will result in failing the course and reporting the incident to the dean of the college of architecture and design.
Participation	Participation is highly appreciated and encouraged

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