

Multimedia System					
Course Code CIF62014	Student Workload 90 hours	Credits (according to ECTS) 4.5	Semester Sem. 4	Frequency each even-semester	Duration 16 meetings
1	Types of courses <i>compulsory</i>	contact hours 63 hours	independent study 27 hours	class size 40 students	
2	Prerequisites for participation				
3	Learning outcomes Graduates are able to master the theoretical concept and principles of computer science, especially in the aspect of algorithms, programming, intelligent systems, information management, parallel and distributed computing, information security, human-computer interaction, software engineering, and fundamentals of computer systems and network. Graduates are able to engineer and evaluate the implementation of various types of Human-Computer interaction.				
4	Subject aims Students are able to perform abstraction, modeling, representation, and data acquisition. Students are able to master the theoretical concepts and principles of computer science, especially in the aspects of information security, human-computer interaction, and computer network.				
5	Teaching methods lectures, case study, class discussion, presentation				
6	Assessment methods assignment, mid-term examination, end-term examination, project evaluation, practical-skill assessment				
7	This module is used in the following degree programs as well				
8	Responsibility for module				
9	Other information Ze-Nian Li et al., Fundamentals of Multimedia, Second Edition, Springer, 2014. Herman Tolle. Sistem Multimedia. Malang: Universitas Brawijaya K. Sayood, Introduction to Data Compression, Morgan-Kauffman, 2000. Glenn Creeber and Royston Martin, Digital Culture Understanding New Media. McGraw Hill, 2008.				