Lesson Plan

Name of the Faculty : **Abha Bansal**
Discipline : **Computer Engg.**
Semester : **3rd**
Subject : **Multimedia Application**
Lesson Plan Duration : **15 weeks**
Work Load (Lecture / Practical) per week (in hours): Lectures-03, Practical-12

Week	Theory		Practical	
	Lecture day	**Topic (including assignment / test)**	**Practical Day/Week**	**Topic**
1st	1st	Introduction to Multimedia System	1st	Prac. 1 Installation of various multimedia software like Photoshop, Flash, Director or any open source software
	2nd	Concept of Multimedia, History of Multimedia		
	3rd	Multi media hardware and software - various classes, components		
2nd	4th	Quality criteria and specifications of different capturing devices	2nd	Installation of various multimedia software like Photoshop, Flash, Director or any open source software
	5th	Communication devices,		
	6th	Storage devices, Display devices		
3rd	7th	Elements of Multimedia, different multimedia file formats	3rd	Prac. 2 Installing and use of various multimedia devices - Scanner - Digital camera, web camera - Plotter and printers
	8th	Applications of multimedia – benefits and problems		
	9th	Revision		
4th	10th	Planning steps and process, Audio encoding techniques,	4th	- Mike and speakers - Touch screen
	11th	Concept of data compression, Text encoding,		
	12th	Types of images, Capturing images using camera/scanner,		
5th	13th	coding techniques for Moving Images,	5th	- DVD - Audio CD and Video CD
	14th	Editing , Editing of images audio		
	15th	text, video and graphics,		
6th	16th	navigation and user interface designing	6th	Prac. 3 Reading and writing of different format on CD/DVD
	17th	Revision		
	18th	Revision		
7th	19th	Use of various codes like bar code, QR code in multimedia applications.	7th	Prac. 4 Transporting audio and video files
	20th	Use of various codes like bar code, QR code in multimedia applications		
	21st	Revision		
8th	22nd	Photo-shop workshop,	8th	Prac. 5 Using various features of Flash
	23rd	image editing tools,		
	24th	specifying and adjusting colors		
9th	25th	using gradient tools,	9th	Using various features of Flash
	26th	selection and move tools,		

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	Lecture day	**Topic (including assignment / test)**	**Practical Day/Week**	**Topic**
	27th	transforming path drawing and		
10th	28th	editing tools,	10th	Prac. 6 Using various features of Photo-shop/GIMP
	29th	using channels,		
	30th	layers, filters and actions		
11th	31st	layers, filters and actions	11th	Prac. 7 Making multimedia presentations combining, Flash, Photo-shop, such as department profile, lesson presentation, games and project presentations
	32nd	Revision		
	33rd	Revision		
12th	34th	Types of Authoring programmes	12th	Making multimedia presentations combining, Flash, Photo-shop, such as department profile, lesson presentation, games and project presentations
	35th	Icon based, Time based,		
	36th	Story boarding/scripting and object oriented working in macromedia flash		
13th	37th	exploring interface using selection of PEN tools.	13th	Prac. 8 Generation and recognition of bar code & QR code using pre built application/mobile applications.
	38th	Working with drawing and painting tools,		
	39th	applying colour viewing and manipulating time line		
14th	40th to 42nd	Revision	14th	Revision
15th	43rd	animating, processing, guiding layers,	15th	Generation and recognition of bar code & QR code using pre built application/mobile applications.
	44th	importing and editing sound and		
	45th	video clips in flash		