

Multimedia Techniques - opis przedmiotu

Informacje ogólne	
Nazwa przedmiotu	Multimedia Techniques
Kod przedmiotu	06.9-WM-ER-BHP-51_18
Wydział	Wydział Mechaniczny
Kierunek	WM - oferta ERASMUS
Profil	-
Rodzaj studiów	Program Erasmus
Semestr rozpoczęcia	semestr zimowy 2022/2023

Informacje o przedmiocie	
Semestr	1
Liczba punktów ECTS do zdobycia	5
Typ przedmiotu	obowiązkowy
Język nauczania	angielski
Sylabus opracował	dr hab. Eunika Baron-Polańczyk, prof. UZ

Formy zajęć					
Forma zajęć	Liczba godzin w semestrze (stacjonarne)	Liczba godzin w tygodniu (stacjonarne)	Liczba godzin w semestrze (niestacjonarne)	Liczba godzin w tygodniu (niestacjonarne)	Forma zaliczenia
Wykład	15	1	-	-	Zaliczenie na ocenę
Laboratorium	15	1	-	-	Zaliczenie na ocenę

Cel przedmiotu

Familiarizing with multimedia techniques supporting the teaching-learning process.

Wymagania wstępne

Basic knowledge and abilities of ITC, including principles of IT and information system.

Zakres tematyczny

Multimedia techniques versus projecting and constructing teaching resources; media, mass media, multimedia, hypermedia, multimedia didactic materials; projecting a didactic process with the use of multimedia; multimedia strategy of teaching.

Applications used to multimedia presentations; multimedia presentation materials – basic features of presentation, text and fonts, colour and sound, animation and video, presenting. Text and graphics, film and sound in multimedia presentations. Graphics: raster, vector 2D, vector 3D.

Application of hypertext techniques in science/technology/education: Internet navigation, regular searching and selecting text, digital and multimedia data; forms of presenting data; gathering and archiving text, number, graphic and media data with the use of Internet techniques; creating multimedia presentations and web pages, as well as the correct choice of component elements; Modern tools of IT technology – they rise attractiveness and efficiency of teaching and learning processes: interactive blackboard, cyber desk, e-learning; Interactive sources of information, their use at work and in education. The media library – information and didactic centre of work for a student and a teacher.

Information workshops versus media education (programme assumptions of an education path; media education: education aims, school tasks, contents, achievements).

Use of the computer equipment and software in creating multimedia presentations; multimedia presentation materials – basic features of a presentation, recommendations concerning a text and fonts, colour and sound, animation and video; tips of carrying on a presentation.

New trends in a user-computer communication; service ergonomics, user's interface, supporting the service by users with dysfunctions (equipment and software solutions).

Media and mass communication versus the social system (media versus social and economy development; society: mass, information, network, media). Communication including contemporary multimedia techniques (means and forms of communication, models of the communication process).

Preparing and carrying on multimedia presentations and/or web pages helpful in the realization of the programme content of the studied specialization (project of a multimedia presentation helpful in the realization of programme content of the studied specialization; project of a presentation and web pages in the realization of programme content of the studied specialization).

Metody kształcenia

Problem lecture, discussion, practical exercises.

Efekty uczenia się i metody weryfikacji osiągnięcia efektów uczenia się

Opis efektu	Symbole efektów	Metody weryfikacji	Forma zajęć
-------------	-----------------	--------------------	-------------

Opis efektu	Symbole efektów	Metody weryfikacji	Forma zajęć
Basic knowledge and abilities in the field of computer multimedia techniques: defining the role, place and tasks of modern multimedia technology in improving the attractiveness and efficiency of work processes and education; describing, explaining and analyzing the issue or possibilities of the computer equipment and software in activities supporting theory and practice of work and education; projecting and creating multimedia presentation materials.		• aktywność w trakcie zajęć • obserwacje i ocena umiejętności praktycznych studenta • projekt • sprawdzian	• Wykład • Laboratorium

Warunki zaliczenia

Lectures – in order to get a credit, it is necessary to get a positive grade of a written test that includes the above mentioned topics.

Lab – permanent assessment and positive grades of tests (written and/or oral) that include the above mentioned topics, of planned works, of prepared (in writing) issues/problems/tasks and their presentation.

Literatura podstawowa

1. Baron-Polańczyk E. (ed.), ICT in educational design: processes, materials, resources, Vol. 1-14, Oficyna Wyd. UZ, Zielona Góra 2012-2019.
2. Jahns Yvonne, ed., Guidelines for Subject Access in National Bibliographies, De Gruyter Saur, Berlin/Munich 2012.
3. Long Ben, Complete Digital Photography 7th Edition, Course Technology a part of Cengage Learning, Boston USA, 2013.
4. Paul Joshua, Digital Video Hacks: Tips & Tools for Shooting, Editing, and Sharing, O'Reilly Media, Sebastopol USA, 2005.
5. Louis Rosenfeld, Peter Morville, Arango Jorge, Information architecture: for the web and beyond – Fourth edition, O'Reilly Media, Sebastopol USA, 2015
6. Melissa Zimdars, Kembrew McLeod, Fake News: Understanding Media and Misinformation in the Digital Age (Information Policy), The MIT Press, Cambridge MA, USA 2020.

Literatura uzupełniająca

1. Dirksen J., Design for How People Learn, Second Edition, Pearson Education New Riders, Berkeley, CA 2016.
2. Levinson Paul, New New Media (2nd Edition), Penguin academics, Pearson, Boston USA 2013.

Uwagi

Zmodyfikowane przez dr Katarzyna Skrzypek (ostatnia modyfikacja: 23-04-2022 10:39)

Wygenerowano automatycznie z systemu SylabUZ