

# Minnesota State University Moorhead

## GCOM 266: Introduction to Multimedia

### A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: \*.\*

OJT Hours/Week: \*.\*

Prerequisites: None

Corequisites: None

MnTC Goals: None

Exploration of different modes of multimedia production to include computer-based music, television, film, and the Internet.

**B. COURSE EFFECTIVE DATES:** 04/20/2004 - Present

### C. OUTLINE OF MAJOR CONTENT AREAS

1. Introduction of Multimedia is an exploration of different modes of multimedia production to include computer-based music, television, film, and the Internet.

### D. LEARNING OUTCOMES (General)

1. Develop basic competencies with computer applications such as; Macromedia Flash, Final Cut Pro and Motion, Sound Track, HTML and CSS, DVD Studio Pro.
2. Understand terminology used in the multimedia industry.
3. Operate various hardware devices relating to the industry.
4. Communicate the importance of the various graphic applications and their relationship to the graphic communications industry.
5. Demonstrate an understanding and discuss how new technologies are changing the industry.

### E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

### F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

### G. SPECIAL INFORMATION

None noted