

Course Syllabus

1. **Program of Study:** Bachelor of Arts Program
(Communication Design)
Faculty/Institute/College: Mahidol University International College
2. **Course Code:** ICCD 340
Course Title: Design Technology III
3. **Number of Credits:** 4 (0-8-4) (Lecture-Lab-Self study)
4. **Prerequisite(s):** ICCD 243
5. **Type of Course:** Required Course
6. **Trimester/Academic Year:** Trimester 3 /Year 2
7. **Conditions:** Enrollment cap: 18 students
8. **Course Description:**
An introduction to multimedia authoring software.
9. **Course Objectives:**
After successful completion of this course, students will be able to:
 - 9.1 Use the current multimedia authoring software as a tool to aid in the design process. (Adobe Flash and Adobe Edge Animate)
 - 9.2 Facilitate pre-project information sourcing and file management for the digital environment. Include Desktop PC and Mobile devices platform.
 - 9.3 Use solid knowledge of design principles and processes in a given project.

10. Course Outline

Week	Topics	Hours			Instructor
		Lecture	Lab	Self study	
1	Intro to Multimedia (Adobe Flash and Interactive software 1)	0	8	4	Nathakorn O Parkpoom J
2	Lecture – Adobe Flash 2 ,Drawing and basic animation (Frame by Frame). Lab – Assign project#1:	0	8	4	Nathakorn O Parkpoom J
3	Lecture – Adobe Flash 3 ,Motion tween and Mask. Lab –Basic Multimedia Design, and work session for project#1	0	8	4	Nathakorn O Parkpoom J
4	Lecture – Adobe Flash 4 Action script 2.0 , Basic interactive button and MovieClip. Lab - Interactive Design, and work session for project#1	0	8	4	Nathakorn O Parkpoom J
5	Lecture – Adobe Flash 5 Action script 2.0 ,Video Editing input sound and multimedia. Lab - Interactive Design, and work session for project#1	0	8	4	Nathakorn O Parkpoom J
6	Lecture – Adobe Flash 6 Action script 3.0 ,Advance interactive for mobile device (Phone App and Game). Lab – work session for project#1	0	8	4	Nathakorn O Parkpoom J
7	Lecture – Intro to Adobe Edge animate and interactive software, Drawing and Movie tween. Lab - Critique and work session for project#1 Assign project#2	0	8	4	Nathakorn O Parkpoom J
8	Lecture –Adobe Edge animate 2 and Interactive software, Easing, Sprite and Toggging pin. Lab - work session for project#2	0	8	4	Nathakorn O Parkpoom J
9	Lecture – Adobe Edge animate 3, New Interactive technique, Motion guide and Symbol. Lab - work session for project#2	0	8	4	Nathakorn O Parkpoom J
10	Lecture – Adobe Edge animate 4, useful tool for mobile devices and Publishing task. Lab - work session for project#2	0	8	4	Nathakorn O Parkpoom J
11	Lecture – The new era of interactive multimedia. Lab - Critique Project#2	0	8	4	Nathakorn O Parkpoom J
Total		0	88	44	

11. Teaching Methods

- 11.1 Lecture/Lab operation
- 11.2 Group discussion and critique session
- 11.3 Self-study
- 11.4 Exercises

12. Teaching Media

- 12.1 Textbook
- 12.2 Supplementary handouts
- 12.3 Presentation of images
- 12.4 Visual references

13. Measurement and Evaluation of Student Achievement

Students will demonstrate their ability to:

- 13.1 Use the current multimedia authoring software as a tool to aid in the design process. (Adobe Flash and Adobe Edge Animate)
- 13.2 Facilitate pre-project information sourcing and file management for the digital environment. Include Desktop PC and Mobile devices platform.
- 13.4 Use solid knowledge of design principles and processes in a given project.

Student achievement will be evaluated by means of:

Projects 1 (Adobe Flash)	40%
Projects 2 (Adobe Edge Animate)	30%
Class workshop	20%
Presentation, Participation in discussions and critiques	10%
Total	100%

Student achievement will be graded according to College and University standard using the symbols A, B+, B, C+, C, D+, D and F.

Students must have attended at least 80% of the total class hours of this course.

14. Course Evaluation

- 14.1 Students' achievement as indicated in number 13 above.
- 14.2 Students' satisfaction towards teaching and learning of the course using questionnaires.

15. References

- Adobe Press (2007). *Adobe Flash C3S Professional: Classroom in a book*. California: Peachpit Press.
- Adobe Press (2007). *Adobe Dreamweaver CS 3: Classroom in a book*. California: Peachpit Press.

Adobe Press (2004). *Adobe Photoshop CS: Classroom in a book*. California: Peachpit Press

Laurel, B. (1990). *The art of human computer interface design*. California: Addison-Wesley Publishing Company.

16. Instructors

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17. Course Coordinator

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