

<b>Course title</b>	<b>Code</b>	<b>semester</b>	<b>T+U</b>	<b>credit</b>	<b>ECTS</b>
Multimedia Software Development		5	3+0	3	4
<b>Prerequisite Courses</b>	None				
<b>Language of the Course</b>	English				
<b>Course Level</b>	Undergraduate				
<b>Type of Course</b>	Optional				
<b>Course Coordinator</b>					
<b>Instructors</b>					
<b>Course Assistants</b>					
<b>The aim of lesson</b>	Students of the Multi-Media Software Development course will eventually be able to see in this region and learn Multi-Media Software Development techniques and overcome their application and understanding deficiencies.				
<b>Course Content</b>	The skeleton of multimedia software engineering. Perspectives in multimedia software engineering. Visual Languages. Multimedia languages. Active indicator. Tele-action objects. Multimedia development tools. Prototyping in multimedia applications. Design of multimedia languages. Distributed multimedia systems design. Features of multimedia applications				
<b>Course Learning Outcomes</b>	At the end of this course, the student; 1. Learns the concepts of Multimedia Software Development. 2. By learning the basics of Multimedia Software Development, they can improve the functional aspects of the projects.				
<b>Weeks</b>	<b>Topics</b>				
one	The skeleton of multimedia software engineering				
2	The skeleton of multimedia software engineering				
3	Perspectives in multimedia software engineering				
4	Multimedia languages				
5	Active indicator				
6	Tele-action objects				
7	Multimedia development tools				
8	Multimedia development tools				
9	Prototyping in multimedia applications				
10	Design of multimedia languages				
11th	Distributed multimedia systems design				
12	Distributed multimedia systems design				
13	Features of multimedia applications				
14	Features of multimedia applications				
15	Project Presentations				
<b>General Competencies</b>					
To be able to research and learn about any given software engineering technical concept in the most accurate way.					
<b>resources</b>					
David Gries, Paul Gries, 2004, Multimedia Introduction to Programming Using Java, Springer					
<b>Evaluation System</b>					
The dates, days and hours of the Midterm Exam, Quiz, Final Exam and Evaluations will be announced later, according to the decision of the Faculty Administrative Board.					

<b>WITH PROGRAM LEARNING OUTCOMES</b>											
<b>COURSE LEARNING OUTCOMES RELATIONSHIP TABLE</b>											
	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PO4</b>	<b>PO5</b>	<b>PO6</b>	<b>PO7</b>	<b>PO8</b>	<b>PO9</b>	<b>PO10</b>	<b>PO11</b>
<b>LO1</b>	5	3	3	5	4	4	4	5	5	4	4
<b>LO2</b>	5	3	3	4	4	3	3	3	5	4	5
<b>LO: Learning Outcomes OP: Program Outcomes</b>											
<b>Contribution Level</b>	<b>1 Very Low</b>		<b>2 Low</b>		<b>3 Medium</b>		<b>4 High</b>		<b>5 Very High</b>		

**Relation of Program Outcomes and Related Course**

	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PO4</b>	<b>PO5</b>	<b>PO6</b>	<b>PO7</b>	<b>PO8</b>	<b>PO9</b>	<b>PO10</b>	<b>PO11</b>
<b>Multimedia Software Development</b>	5	3	3	4	4	4	4	4	5	4	5