Intelligent Multimedia Technology

code 400441

credits 6

period 2

lecturer(s) prof. dr. A. Eliëns

aim The course aims to provide practical and theoretical knowledge about the application of intelligent multimedia technology in the development of component-based multimedia applications

content The course will cover several topics, including:

- research and development of multimedia and game applications
- rich internet application(s) – AJAX / Flex 3 SDK
- XML-based multimedia – X3D/VRML, SVG, SMIL, XIMPEL
- web services for game and multimedia application development
- mashups – component-based approach to web-based multimedia

The course takes an explorative approach in investigating the potential of the various technologies and services for multimedia and (serious) game applications. Students are required to take an active role in exploring tools, APIs and SDKs, and are required to present their findings. The course will focus on the practical work of the students, organized in a series of assignments.

form of tuition lectures and practicum

literature online reference material(s)

mode of assessment essay and practicum assignment(s)

entry requirements Multimedia Authoring, or proficiency with VRML, and preferably basic knowledge of XML

target audience mCS-MM, and interested students

remarks For information see: www.cs.vu.nl/∼eliens/imt