

college – multimedia authoring

submit your blog(s) / FAQ

rule(s) of the game: if you are *absent* when you *must be present* or miss the *deadline(s)* you will be listed in the hall of shame, when you are *in time and excellent*, you will *gain a place* in the hall of fame ...

schedule – see common(s)

- session 1: introduction, getting started, assignment(s)
- session 2:: html/js: style, (program) structure
- session 3: animations, bitmaps, effects
- session 4: student presentations – concept final project(s)
- session 5: lecture: topic(s) in media & game development
- session 6: Q&A / work in progress
- session 7: student demonstrations – final project(s)

session(s) 1: multimedia authoring – getting started

1 / FAQ

- confession(s) – do not follow my style of coding!
- question(s) – do you want to be developer(s) or developer(s)?
- aspiration(s) – mashup(s), inspiration(s)
- assignment(s) – basic exercise(s) / final application(s)
- resource(s) – tutorial(s)¹ / lookat(s)
- getting (in) shape(s)
- goal(s) & mission(s) – program or be programmed / flower(s)

session(s) 2: multimedia authoring – programming html5/js

2 / FAQ

- walk(s) – search the network(s)
- drawtool(s) – track(s) / key(s) / resource(s)
- assignment(s) – basic exercise(s) / final application(s)
- basic & regular – web technology
- (advanced) tutorial(s) – section 1 / section 2
- blob(s) – scratch (y)our own itch !

session(s) 3: multimedia authoring – graphics & animation(s)

3 / FAQ /

- mission(s) – draw the surface(s) of network(s)!
- look (back) at – chart(s) / basic(s) / config(s)?
- assignment(s) – exercise(s) / lookat(s) / inspiration(s) ! ?
- look (ahead) at – resource(s) / video(s) / math(s) / war(s)
 - soundbank – code(s)
 - game(s) – code(s)
 - animation(s) – example(s)
 - effect(s) – example(s)
- (don't) look at – 2 / 11 / draw & walk / game(s) / mechanic(s)

¹a/tutorial-web.html

session(s) 4: multimedia authoring – concept(s) & idea(s)

4 / FAQ

- state name(s) & number
- pitch – short presentation, or
- present – your concept(s)
- ask – for feedback & questions

session(s) 5: multimedia authoring – advanced topics

5 / FAQ

- confession(s) – beyond the screen(s) / sensor(s)
- (advanced) tutorial(s) – 5 / 6 / 7 / 8 / 9
- example(s) – animation(s) & math(s)
- physic(s) – ape / pathfinder(s)
- topical media – platform(s) / game technology
- video – remix: media / mixer [documentation/source]
- create – media / identity / theme(s)

session(s) 6: multimedia authoring – work in progress

6 / FAQ

- confession(s) – beyond the screen(s) ! ?
- explain – concept(s) of your production
- present – fragment(s) of your application
- discuss – problems, issues & technology
- one more thing – graphic(s) / sample(s)?

session(s) 7: multimedia authoring – final project(s)

7 / FAQ

- mention – groupnumber & name(s)
- state – title & concept
- present – your application
- discuss – issues for improvement / (y)our message!
- aspire – final grading²

grading – be prepared ... (updated 29/10/13)

Grading is possible only if both assignments, that is the basic exercise(s) and final application(s), have been completed, and available online, as indicated in practicum. And, see also (new) grading requirement(s).

If not part of the regular rounds of grading (see below), final grading for **multimedia authoring**³ is as follows:

- send an email to the supervisor (eliens@cs.vu.nl),
- prepare an exam form (available from the administration), and fill in your name and student number
- in case the grading is by email, deposit the exam form in the mailbox of the supervisor, otherwise bring it along, when the meeting takes place.

²www.cs.vu.nl/~eliens/ma/final.html

³www.cs.vu.nl/~eliens/ma

From 2012 on, when the course *multimedia authoring* became obligatory for both IMM and *Lifestyle Informatics* bachelor students, grading takes place in rounds, for students have to submit a *request for grading*, usually after an explicit invitation to do so by the supervisor, either in class or via email. In this case an exam form is not necessary!

To explain, the course was originally developed for the *Multimedia and Culture* curriculum and later became part of the master specialisation *multimedia* for computer science, however, after 2013, since the master specialisation *multimedia* does not exist anymore (see information), the course will no longer be offered to master students.

The supervisor will determine whether a meeting is necessary. However the student(s) can always request a meeting, if they think it is necessary or worthwhile, or when they do not agree with the grade given by the supervisor in a first round of grading.

When the meeting takes place, after an appointment by email, then:

- prepare a demo for your final application,
- and you will be asked to explain (the construction of) your application

Please take a laptop or notebook or reserve a machine in one of the practicum rooms for your demo.

In all cases the documentation, which preferably has the form of an essay, explaining both the concept and the realization of the final application, must be available online, before the application for grading is done.

After completion of this course your feedback is appreciated.