

Course Title	DIGITAL MULTIMEDIA DESIGN				
Course Code	EAD02				
Course Type	Elective				
Level	Bachelor				
Year / Semester	5th, 6th, 7th or 8th semester				
Teacher’s Name	Thomas Fotiadis				
ECTS	6	Lectures / week	3	Laboratories / week	
Course Purpose and Objectives	The aim of the course is to support a critical and imaginative approach to digital media technologies and multimedia industries. Students will explore a specific area of interest and complete a project with the help of digital tools.				
Learning Outcomes	1.Broadening knowledge on information technology. 2. Broadening skills of digital software. 3. Communicating any personal work with professionals				
Prerequisites	-	Required	-		
Course Content	1. Experimentation in design, use and apply of digital platforms and formats. 2. Learn how to prepare a personal portfolio equal to market or industry requirements with the use of communications and media technologies.. 4. Possibility of exhibiting a piece of personal work through academic or other events.				
Teaching Methodology	Project briefings Visual Presentations Guest lecturers’ presentations E-learning Presentations & Tutorials Studio based and other workshops Group critique				

	Individual or group project preparation
Bibliography	<p>Janet H. Murray.2011. Inventing the Medium: Principles of Interaction Design as Cultural Practice.</p> <p>Josef Muller-Brockmann, Grid systems in Graphic Design, Niggli</p> <p>Athique A., 2013.Digital Media and Society: An Introduction. Wiley</p> <p>Ess Charles.2009. Digital Media Ethics. Cambridge: Polity Press</p>
Assessment	<p>Class Participation 20%</p> <p>Experimentation and Analysis 30%</p> <p>Project production and formation 30%</p> <p>Time management and Presentation 20%</p> <p>Total: 100%</p>
Language	English