

Course Title	DIGITAL MULTIMEDIA DESIGN			
Course Code	EDMD			
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	<ol style="list-style-type: none"> 1. Broadening knowledge on information technology. 2. Broadening skills of digital software. 3. Communicating any personal work with professionals 			
Prerequisites	-	Required	-	-
Course Content	<ol style="list-style-type: none"> 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	<p>Project briefings</p> <p>Visual Presentations</p> <p>Guest lecturers' presentations</p> <p>E-learning Presentations & Tutorials</p> <p>Studio based and other workshops</p> <p>Group critique</p> <p>Individual or group project preparation</p>			
Bibliography	Janet H. Murray.2011. Inventing the Medium: Principles of Interaction Design as Cultural Practice.			

	Josef Muller-Brockmann, Grid systems in Graphic Design, Niggli Athique A., 2013. Digital Media and Society: An Introduction. Wiley Ess Charles. 2009. Digital Media Ethics. Cambridge: Polity Press
Assessment	Class Participation 20% Experimentation and Analysis 30% Project production and formation 30% Time management and Presentation 20% Total: 100%
Language	English