

# CUIN 558 : Designing Interactive Multimedia Instruction

Learners in this course examine the systematics approach to developing media and visual communication in a less intimidating interactive manner. Human-computer interaction, optimization and performance issues, content delivery, functionality, ease-of-use, design principles, and resources and tools are also examined. The course exposes learners to hands-on development opportunities that include scanning images, digitizing video and audio components, and exploring interactive multimedia products' design, development, and production. Learners are offered multiple opportunities to experience and evaluate user-interface designs across multiple platforms, including web, video, graphic, animated sequences, print media, software applications, along entertainment options to determine their usability and effectiveness.

**Credits** 3

**CIP Code**

13.0501

**Prerequisite Courses**

CUIN 501

CUIN 503

CUIN 513

**Course Outcomes**

After successfully completing the course, the learner will be able to:

- Describe various types of interface, interactivity, and input options
- Explain essential concepts in interactive design
- Demonstrate a good understanding of human interaction with computers
- Evaluate various interactive product designs and assess their effectiveness
- Assess a user's needs and recommend an appropriate design approach
- Apply effective user-interface designs across platforms
- Write clear goals, objectives, instructions, feedback, and help information
- Deliver interactive content across multiple platforms
- Examine the functionality, content, and usability of a finished product for interactivity
- Create an interactive product that meets acceptable standards of interactive design