

Lesson Plan

Name of the Faculty : Rahul Kaushik
Discipline : Computer Engg.
Semester : 3rd
Subject : **Multimedia Application**
Lesson Plan Duration : 15 weeks (from Sep 2022 to Nov 2022)

Work Load (Lecture / Practical) per week (in hours): Lectures-03, Practical-03

Week	Theory		Practical	
	Lecture day	Topic (including assignment / test)	Practical Day	Topic
1 st	1 st	Concept of Multimedia, History of Multimedia	1st	Prac: 1 Installation of various multimedia software like Photoshop, Flash, Director or any open source software
	2 nd	Multi media hardware and software		
	3 rd	-various classes, components		
2 nd	4 th	Quality criteria and specifications of different capturing devices	2nd	Pract: 2 Installation of various multimedia software like Photoshop, Flash, Director or any open source software
	5 th	Communication devices,		
	6 th	Storage devices, Display devices		
3 rd	7 th	Elements of Multimedia, different multimedia file formats	3rd	Pract: 3 Installing and use of various multimedia devices - Scanner - Digital camera, web camera - Plotter and printers -
	8 th	Applications of multimedia – benefits and problems		
	9 th	Discuss Problem		
4 th	10 th	Planning steps and process, Audio encoding techniques,	4th	- Mike and speakers - Touch screen
	11 th	Concept of data compression, Text encoding,		
	12 th	Types of images, Capturing images using camera/scanner,		
5 th	13 th	coding techniques for Moving Images,	5th	- DVD - Audio CD and Video CD
	14 th	Editing , Editing of images audio		
	15 th	text, video and graphics,		
6 th	16 th	Revision	6th	Pract :4 Reading and writing of different format on CD/DVD
	17 th	Revision		

Week	Theory		Practical	
	Lecture day	Topic (including assignment / test)	Practical Day	Topic
	18 th	navigation and user interface designing,		
7 th	19 th	Use of various codes like bar code, QR code in multimedia applications.	7th	Prac. 5 Transporting audio and video files
	20 th	Use of various codes like bar code, QR code in multimedia applications		
	21 st	Revision		
8 th	22 nd	Photo-shop workshop,	8th	Prac. 6 Using various features ofFlash
	23 rd	, image editing tools,		
	24 th	specifying and adjusting colors		
9 th	25 th	using gradient tools,	9th	Using various features of Flash
	26 th	selection and move tools,		
	27 th	transforming path drawing and		
10 th	28 th	editing tools,	10th	Prac. 7Using various features ofPhoto-shop/GIMP
	29 th	using channels,		
	30 th	layers, filters and actions		
11 th	31 st	layers, filters and actions	11th	Prac. 8Making multimedia presentations combining, Flash, Photo-shop, such as departmentprofile, lesson presentation, games and project presentations
	32 nd	Revision		
	33 rd	Revision		
12 th	34 th	Types of Authoring programmes	12th	Pract: 9 Making multimedia presentations combining, Flash, Photo-shop, such as departmentprofile, lesson presentation, games and project presentations
	35 th	Icon based, Time based,		
	36 th	Story boarding/scripting and object oriented working in macromediaflash,		
13 th	37 th	exploring interface using selection of PEN tools.	13th	Pract:10 Generationand recognition of bar code & QR code using pre built application/mobile applications.
	38 th	Working with drawing and painting tools,		
	39 th	, applying colour viewing and manipulating time line		
14 th	40 th	animating, processing, guiding layers,	14th	Generation and recognition of bar code & QR code using pre built application/mobile applications.
	41 st	importing and editing sound and		
	42 nd	video clips in flash		
15 th	43 rd	Revision	15th	

Week	Theory		Practical	
	Lecture day	Topic (including assignment / test)	Practical Day	Topic
	44 th	Revision		