

BOROUGH OF MANHATTAN COMMUNITY COLLEGE

City University of New York

Department of Multimedia Programming & Design

Distributed Multimedia Applications

MMP 420

Spring 2008

Credits: 4

Class hours: 3

Lab hours: 2

Course Description:

This course will introduce concepts used to design and construct distributed multimedia presentations. It will cover issues of synchronization between applications, partitioning of relevant applications and interaction management for multimedia applications distributed over a network. Students will be expected to design and implement a simple distributed multimedia application.

Prerequisites/Co-requisites: Basic Skills: ENG 088, or ESL 062; ACR 094,
Co-Requisites: MAT 051
MMP 320

Student Learning Outcomes:

Upon completion of this course, the students will be able to:

- Demonstrate the ability to read and write in an object-oriented programming language
- Decompose programming problems logically
- Incorporate techniques to maximize efficiency and flexibility
- Create interactive projects that allows two or more people to interact in realtime
- Integrate multimedia data types
- Present complex concepts in a public setting

Required Texts & Reading:

Text: Learning Flash Media Server 2

Author: William B. Sanders

Publisher: O'Reilly

Format: PDF

ISBN 10: 0-596-51041-1

ISBN 13: 9780596510411

Other Resources: Flash drives are recommended.

Use of Technology (if applicable): Software used: Macromedia Studio 8 with Flash Professional 8, Adobe CS2, Flash Media Server 2

Evaluation & Requirements of Students:

Attendance / Participation:	10%
Homework:	25%
Midterm Project	30%
Final Project:	<u>35%</u>
	100%

I. Outline of Topics:

- Storyboard Creation and Program Design
- Stepwise Refinement of Code
- Programming Basics (statements, control structures, expressions, functions, methods and variables)
- Organization of object-oriented code
- Programming for Interactivity (events, mouse and key input)
- Programming User interfaces (menus, dialog boxes, buttons)
- Programming Display Objects
- Programming Multimedia Elements (audio, video, images)
- Programming using External Data
- Flash Development Environment
- Flash Media Server Development
- Writing Object Oriented Code (classes) in Actionscript
- Building a Complete Application
- Multiuser Application Development

College Attendance Policy:

At BMCC, the maximum number of absences is limited to one more hour than the number of hours a class meets in one week. For example, you may be enrolled in a three-hour class. In that class, you would be allowed 4 hours of absence (not 4 days). In the case of excessive absences, the instructor has the option to lower the grade or assign an F or WU grade.

Academic Adjustments for Students with Disabilities

Students with disabilities who require reasonable accommodations or academic adjustments for this course must contact the Office of Services for Students with Disabilities. BMCC is committed to providing equal access to all programs and curricula to all students.

BMCC Policy on Plagiarism and Academic Integrity Statement

Plagiarism is the presentation of someone else's ideas, words or artistic, scientific, or technical work as one's own creation. Using the idea or work of another is permissible only when the original author is identified. Paraphrasing and summarizing, as well as direct quotations, require citations to the original source. Plagiarism may be intentional or unintentional. Lack of dishonest intent does not necessarily absolve a student of responsibility for plagiarism.

Students who are unsure how and when to provide documentation are advised to consult with their instructors. The library has guides designed to help students to appropriately identify a cited work. The full policy can be found on BMCC's web site, www.bmcc.cuny.edu. For further information on integrity and behavior, please consult the college bulletin (also available online).