

## MODULE DESCRIPTOR FORM

Module Information							
Module Title	MULTIMED	IA COMPUTING 1 Module Type			ule Type	Түре В	
Module Code		ISDE324	ECTS Cred	lits			6
Module Level		Fourth	Semester	of D	eliver	y	Seven
Administering D	epartment	IS	Faculty	CS	CSIT		
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Module Leader's Acad. Title		Lecturer	Module Leader's Qualification Ph.D		Ph.D		
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Peer Reviewer Name		/	e-mail	/			
Review Committee Approval		DD/MM/YY	Version N	Number 2.0			

Relation With Other Modules					
Pre-requisites	/				
Co-requisites	CUE31012				
Module Aims, Learning Outcomes and Indicative Contents					
<b>Module Aims</b>	The aim of Multimedia Computing is to provide the user with the "best possible" information from a database. A common form of interaction for Multimedia Computing is for the user query. These are then used by the Multimedia Computing system to identify information that key goal of an Multimedia Computing system is to retrieve information which might be useful or relevant to				

	the user. The emphasis is on the Multimedia Computing as opposed to the			
	Multimedia of data.			
Module Learning Outcomes	A-Knowledge and Understanding A1. a description of the decision process A2. a justification for how the process would be improved with this system. A3. the goals/objectives of the DSS A4. a discussion of how those goals/objectives meet the needs of the users. A5. a discussion of how the DSS might be integrated into normal work processes. A6. an explanation of what types of information will the system require, and how will that information be maintained.  B. Subject-specific skills B1. summer training B2. Graduate Research B3. Scientific Reports			
Indicative Contents				
Learning and Teaching Strategies				
Strategies	Sudden daily and continuous weekly tests.  Exercises and activities in the classroom.  Guide students to some websites to benefit from them.			

Module Delivery				
Structured workload (h/w)	6.3			
Unstructured workload (h/w)	8.7			
Total workload (h/w)	15			

Module Evaluation					
	Time/Number	Weight (Marks)	Week Due	Relevant Learning Outcome	
Quizzes	1 or 2	6% (6)	5 or 5, 10		
Assignments	2	6% (6)	At the start		
Projects / Lab.	1	5% (5)	Continuous		
Report	1	5% (5)			

Midterm Exam	2 hr	18% (18)	8	
Final Exam	3 hr	60% (60)	16	All
Total		100% (100 Marks)		

Learning and Teaching Resources				
	Text	Available in the Library?		
Required Texts		Yes/No		
Recommended Texts		Yes/No		
Websites				

Delivery Plan (Weekly Syllabus)				
	Material Covered			
Week 1	Introduction to Multimedia Computing			
Week 2	Concepts of Internet and Search Engine Framework			
Week 3	Concepts of Internet			
Week 4	Internet protocols			
Week 5	Internet Strategy			
Week 6	what is Multimedia Computing?			
Week 7	General Multimedia Computing model			
Week 8	Executive Information Systems			
Week 9	Text representations and preprocessing			
Week 10	Tokenization & Normalization			
Week 11	Search Engines Components			

Week 12	Morphological normalization
Week 13	Information Retrieval and Search Engine
Week 14	Types of Search Engines
Week 15	Preparatory Week
Week 16	Final Exam

## **APPENDIX:**

UNIVERSITY of Anbar						
GRADING SCHEME						
Group	<b>ECTS Grade</b>	% of Students/Marks	Definition	GPA		
	A - Excellent	Best 10%	Outstanding Performance	5		
	<b>B</b> - Very Good	Next 25%	Above average with some errors	4		
Success Group (50 - 100)	C - Good	Next 30%	Sound work with notable errors	3		
(30 - 100)	<b>D</b> - Satisfactory	Next 25%	Fair but with major shortcomings	2		
	E - Sufficient	Next 10%	Work meets minimum criteria	1		
Fail Group (0 – 49)	FX – Fail	(45-49)	More work required but credit awarded			
	F – Fail	(0-44)	Considerable amount of work required			
Note:			·			

NB Decimal places above or below 0.5 will be rounded to the higher or lower full mark (for example a mark of 54.5 will be rounded to 55, whereas a mark of 54.4 will be rounded to 54. The university has a policy NOT to condone "near-pass fails" so the only adjustment to marks awarded by the original marker(s) will be the automatic rounding outlined above.