

TEMPLATE FOR COURSE SPECIFICATION

HIGHER EDUCATION PERFORMANCE REVIEW: PROGRAMME REVIEW

COURSE SPECIFICATION

This Course Specification provides a concise summary of the main features of the course and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. It should be cross-referenced with the programme specification.

1. Teaching Institution	Ministry of Higher Education and Scientific Research/University of Anbar
2. University Department/Centre	College of Computer Science and Information Technology
3. Course title/code	Multimedia Basics
4. Programme (s) to which it contributes	
5. Modes of Attendance offered	The electronic attendance of the theoretical side and the actual presence of the practical side
6. Semester/Year	Second Semester - Academic Year 2022/2021
7. Number of hours tuition (total)	45
8. Date of production/revision of this Specification	
9. Aims of the Course	
a. This course covers the theoretical basis for the Department of Computer Networks on the part of the media (text. draw. Image. audio and video) b. To know information about each type of media (input, processing, and output). c. To understand how to convert arguments from the entered form to the form that is processed by the computer, as well as the types of formulas in which it is stored in the computer. d. The student understands the foundations on which media is pressured and its benefits.	

11. Course Structure

Week	Hours	ILOs	Unit/Module or Topic Title	Teaching Method	Assessment Method
1.	2 hours of theory 2 hours of work	As mentioned in paragraph 10	Introduction to Multimedia computing	theoretical + practical	Theoretical questions + theoretical programming questions + practical programming questions
2.	2 hours of theory	As mentioned in paragraph 10	Multimedia Systems	theoretical + practical	Theoretical questions + theoretical programming questions + practical programming questions
3.	2 hours of work	As mentioned in paragraph 10	Components of a Multimedia System	theoretical + practical	Theoretical questions + theoretical programming questions + practical programming questions
4.	2 hours of theory	As mentioned in paragraph 10	Multimedia Data Basics	theoretical + practical	Theoretical questions + theoretical programming questions + practical programming questions
5.	2 hours of work	As mentioned in paragraph 10	Analog and Digital Signal Conversion	theoretical + practical	Theoretical questions + theoretical programming questions + practical programming questions
6.	2 hours of theory	As mentioned in paragraph 10	Presentation of text and graph	theoretical + practical	Theoretical questions + theoretical programming questions + practical programming questions
7.	2 hours of work	As mentioned in paragraph 10	Presentation of still image and digital audio	theoretical + practical	Theoretical questions + theoretical programming questions + practical programming questions
8.	2 hours of theory	As mentioned in paragraph 10	Presentation of video	theoretical + practical	Theoretical questions + theoretical programming questions + practical programming questions
9.	2 hours of work	As mentioned in paragraph 10	Digital Audio Synthesis	theoretical + practical	Theoretical questions + theoretical programming questions + practical programming questions
10.	2 hours of theory	As mentioned in paragraph 10	Graphic/Image Data Structures	theoretical + practical	Theoretical questions + theoretical programming questions + practical programming questions
11.	2 hours of work	As mentioned in paragraph 10	Basics of Video	theoretical + practical	Theoretical questions + theoretical programming questions + practical programming questions
12.	2 hours of theory	As mentioned in paragraph 10	Spatial and Frequency Domain	theoretical + practical	Theoretical questions + theoretical programming questions + practical programming questions
13.	2 hours of work	As mentioned in paragraph 10	Image Compression	theoretical + practical	Theoretical questions + theoretical programming questions + practical programming questions
14.	2 hours of theory	As mentioned in paragraph 10	Video compression Audio compression	theoretical + practical	Theoretical questions + theoretical programming questions + practical programming questions