Computing Science Course Outlines

CMPT 365 - D100 Multimedia Systems

Instructor(s): Mark Drew

Calendar Objective/Description:
Multimedia systems design, multimedia hardware and software, issues in effectively representing, processing, and retrieving multimedia data such as text, graphics, sound and music, image and video.

Instructor's Objectives:
Multimedia has become an indispensable part of modern computer technology. In this course, students will be introduced to principles and current technologies of multimedia system design and gain hands-on experience in this area. Topics include multimedia systems design, multimedia hardware and software, issues in effectively representing, processing, and transmitting multimedia data such as text, graphics, sound and music, image and video.

Prerequisites:
CMPT 225.

Topics:
- Introduction
- Multimedia Tasks and Concerns
- Issues in Multimedia Applications Design
- Multimedia Data Representation
- Video and Audio Compression
- Multimedia Network Communications
- Other Topics

Grading:
Small programming assignments 25%, midterm 20%, project 25%, and final exam 30%.

Required Books:

Recommended Books:
Any book on Visual C++, especially including material on MFC.

Reference Books:
Academic Honesty Statement:

Academic honesty plays a key role in our efforts to maintain a high standard of academic excellence and integrity. Students are advised that ALL acts of intellectual dishonesty will be handled in accordance with the SFU Academic Honesty and Student Conduct Policies (http://www.sfu.ca/policies/gazette/student.html).