### Course Aim
To further develop student’s skills in multimedia authoring for the World Wide Web and standalone multimedia applications. Students will develop skills in scripting, design, development and authoring within a multimedia production environment following a problem-based approach.

<table>
<thead>
<tr>
<th>Short Title</th>
<th>Faculty</th>
<th>Polytechnic Level</th>
<th>Credits</th>
<th>Pre-requisites</th>
<th>Co-requisites</th>
<th>Anti-requisites</th>
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</thead>
<tbody>
<tr>
<td>WM6005</td>
<td>EDICT</td>
<td>15</td>
<td>WM6002 (WMB5002)</td>
<td>None</td>
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<table>
<thead>
<tr>
<th>Version</th>
<th>Effective From</th>
<th>Indicative NQF Level</th>
<th>Student Contact hrs</th>
<th>Self-directed hrs</th>
<th>Other directed hrs</th>
<th>Total learning hrs</th>
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<td>February 1, 2016</td>
<td>6</td>
<td>60</td>
<td>90</td>
<td>6</td>
<td>150</td>
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### Learning Outcomes
On successful completion of this course, students will be able to:

1. Design and plan the production of web-based multimedia applications in response to a business requirement.
2. Apply design and development skills in the construction of working web-based multimedia applications using a design and development environment.
3. Evaluate appropriate and effective use of multimedia technologies in a web-based environment.
4. Critically assess own performance in contributing effectively to a design and development team.

### NQF Sub-strand
- Theoretical
- Understanding
- Practical
- Application of knowledge
- Theoretical
- Understanding
- Autonomy, Responsibility, Context

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**WM6005**  
Internet & Multimedia 2