



Department of Computing
and Software Engineering

F C S I T



Multimedia Computing Programme Briefing

NEW STUDENTS INTAKE 2007/08

3 July 2007



22 Januari 2008

Sektor IT bakal jana 98,000 pekerjaan menjelang 2011

KUALA LUMPUR 21 Jan – Sektor teknologi maklumat (IT) Malaysia dijangka menjana lebih daripada 98,000 pekerjaan dan akaun baru dengan pewujudan lebih daripada 800 syarikat IT baru dari tahun 2007 hingga 2011, demikian menurut laporan International Data Corporation (IDC).

Why Study Multimedia Computing?

Multimedia Computing is everywhere, we interact with it everyday.

Today, did you?

- Use a mobile phone?
- Surf the Internet?
- Do word processing?
- Use a bank ATM?



Programme Objective

To produce the graduates for careers in multimedia with significant **programming competencies** and skills using various **multimedia tools**.



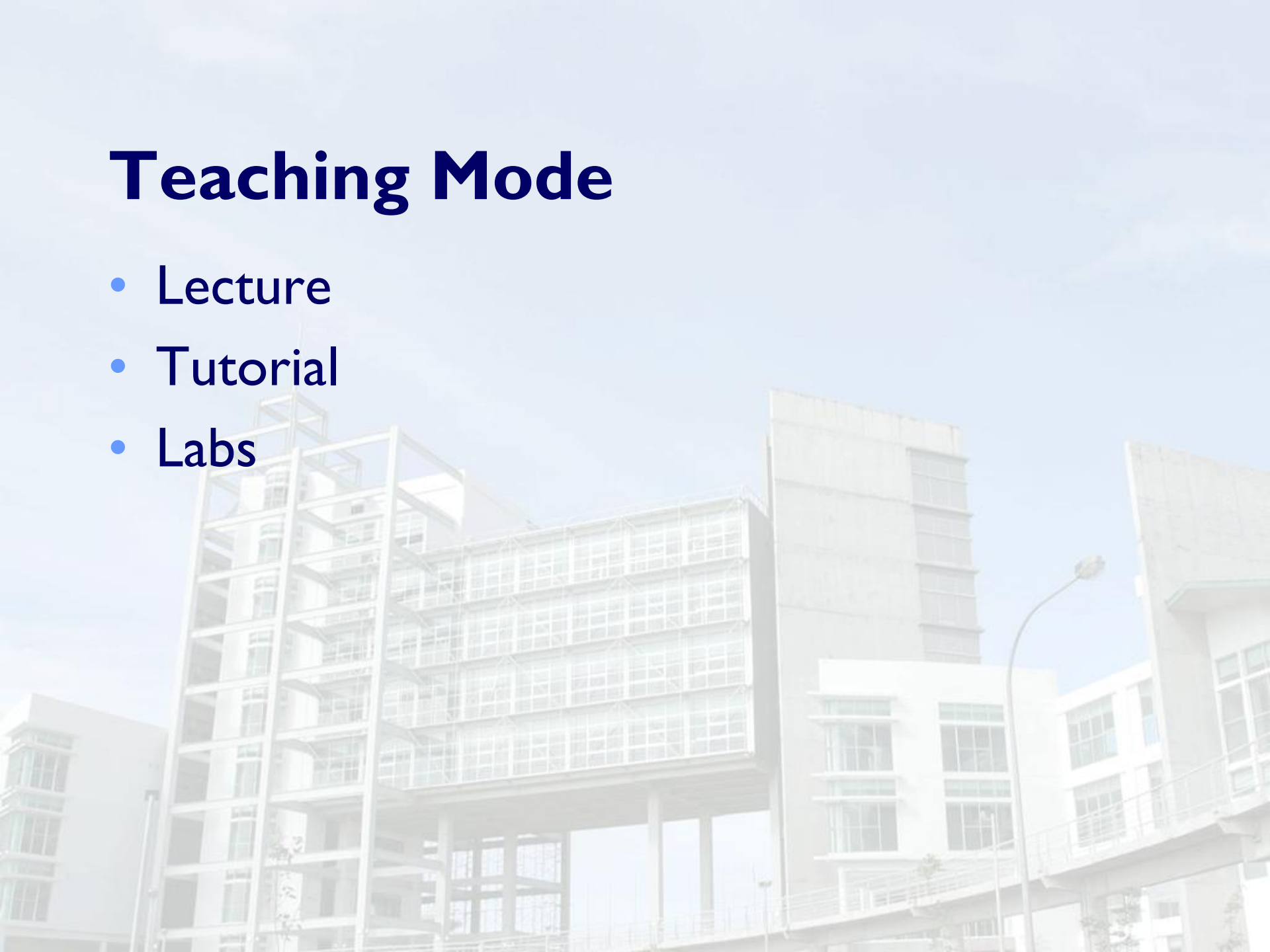
What will I learn?

- Computer Game Design and Development
- Computer Graphics
- Visualization & Image Processing
- Multimedia Programming Using Java
- Web Based System Development
- Multimedia Lab



Teaching Mode

- Lecture
- Tutorial
- Labs



Assessment (Sample)

Code	Assessments	%
A1	Presentations	15
A2	Writing Assignment	20
PI	Application Development Project	25
E1	Mid Semester Exam	10
E2	Final Exam	30
TOTAL		100

Sample Multimedia Project



Sample Game Project



Scrolling Shooter game



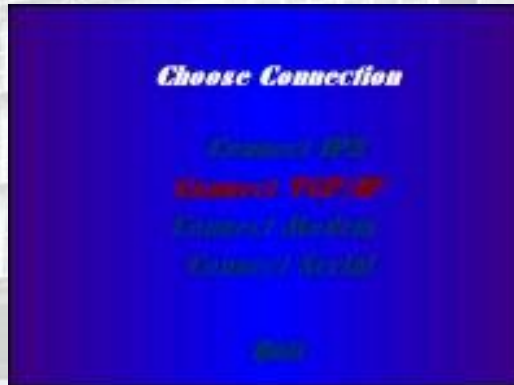
Maze game



Platform game



3D



Multiplayer



FPS

Sample Game Project



Programme Goals

- fundamental concepts, architecture, design, techniques, and tools of multimedia computing
- Provide a modern perspective on developing the multimedia application
- Understand the technology and it's ability
- To have an awareness of current trends in multimedia computing and applications



Programme Policy

- Student-centered learning
- No cut and paste please
- No spoon-fed!



Programme Policy



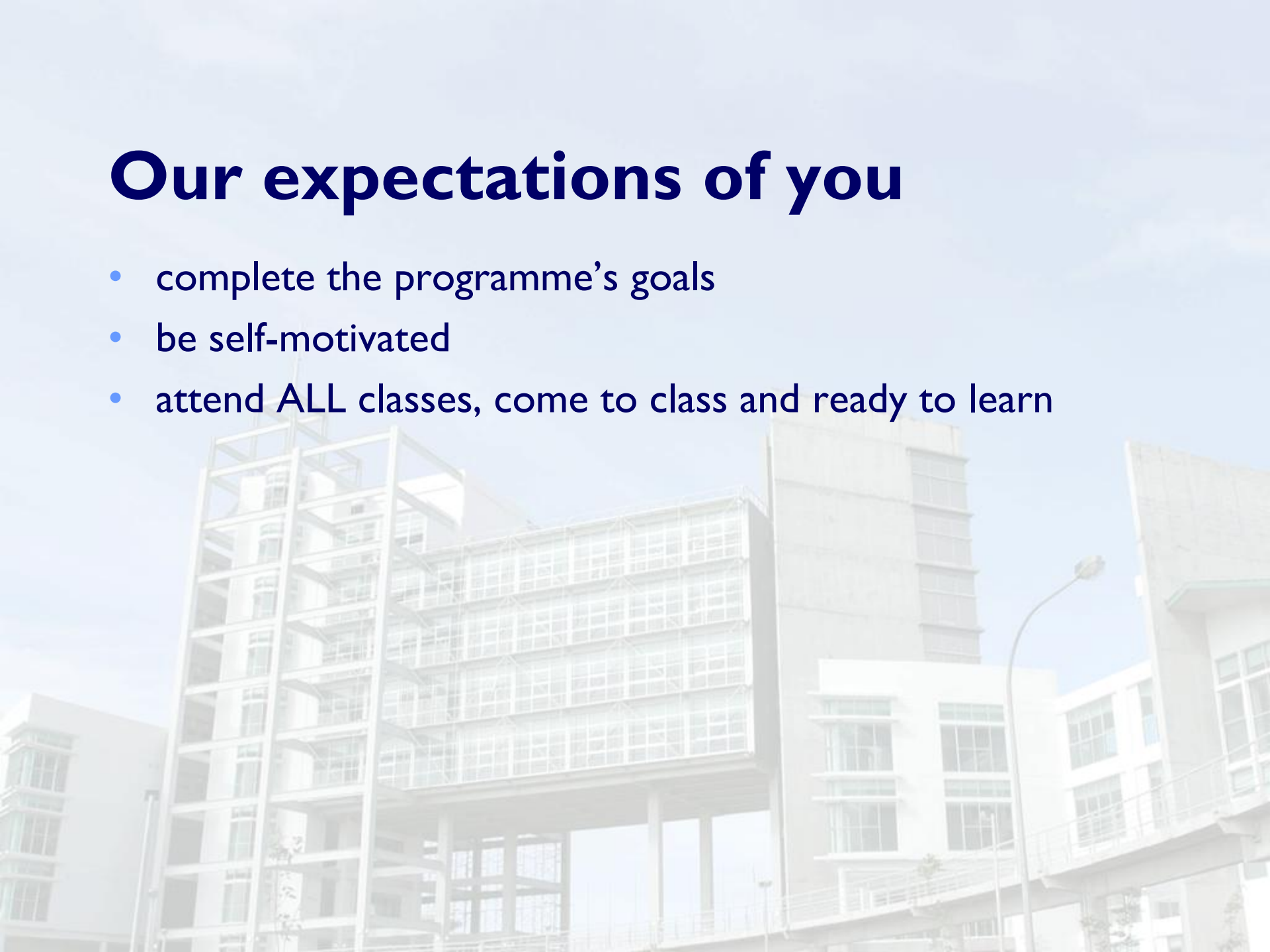
Any effort towards **plagiarism** will cause severe punishment that will ruin your **entire life** !!

Self-centered learning style

**NO BABYSITTING &
SPOONFEEDING !!!**

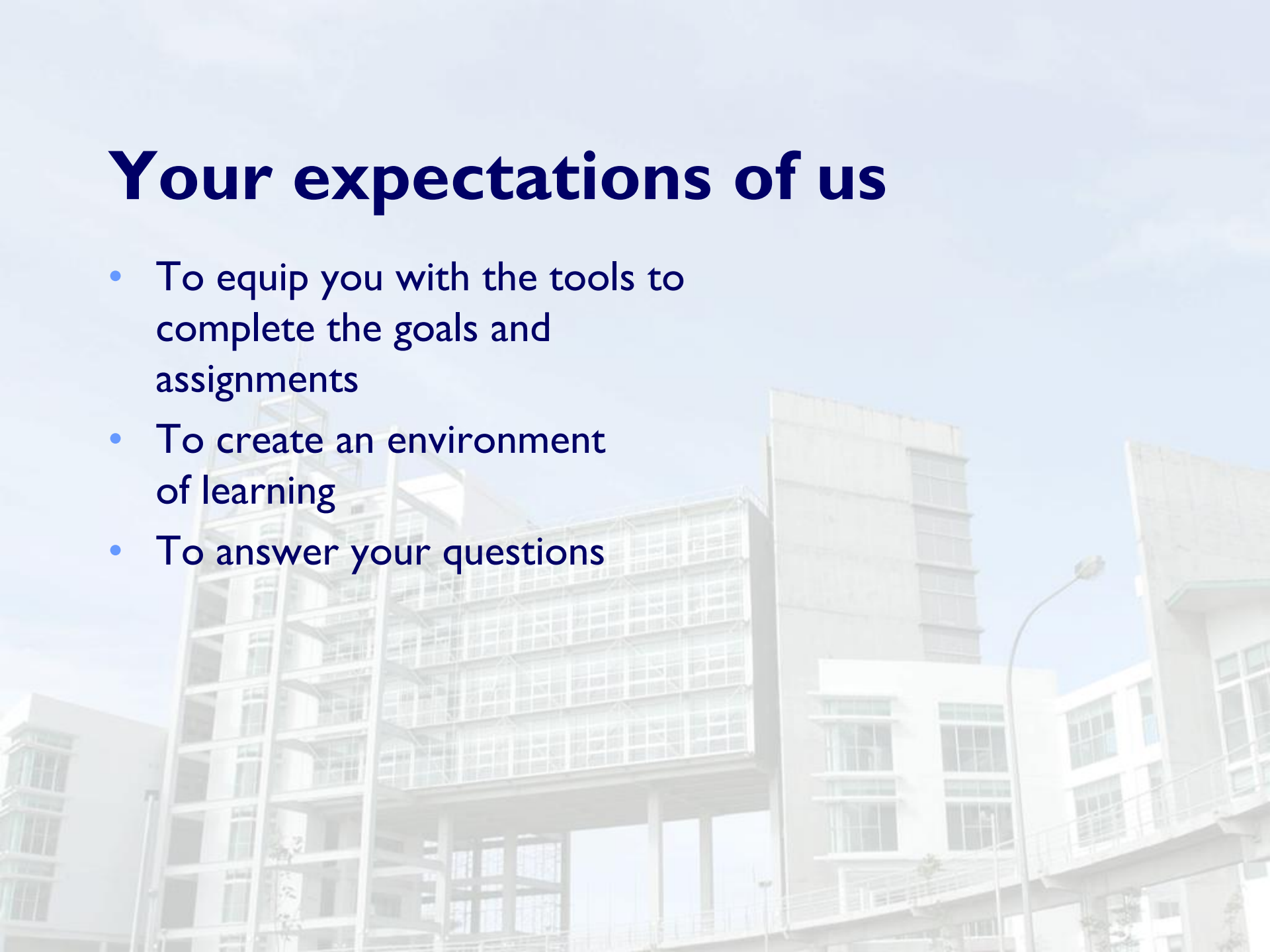
Our expectations of you

- complete the programme's goals
- be self-motivated
- attend ALL classes, come to class and ready to learn



Your expectations of us

- To equip you with the tools to complete the goals and assignments
- To create an environment of learning
- To answer your questions



Your Lifelines

Lecturers

- Ask question during lecture
- See me after class

Your Friends

- no borrow, copy and paste please!



What can I do after my degree?

- Multimedia Engineer
- 3D Graphics Programmer
- Multimedia Software Developer
- Multimedia Designer
- Web/Game Developer
- Multimedia Business Consultant
- Interface Designer
- Multimedia Network Manager
- Multimedia Database Designer
- Usability Consultant
- User Interface Coordinator
- Educator/Scientist



Thank You

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