University of Pretoria Yearbook 2020

BISHons Multimedia (12240007)

Minimum duration of study	1 year
Total credits	120
NQF level	08
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Admission requirements

- BIS (Multimedia) degree or an equivalent bachelor's degree, and an average of at least 60% in the third-year Multimedia modules and the third-year Computer Science modules. If the average for the third-year Multimedia or Computer Science modules is between 55% and 60%, the applicant's academic record will be evaluated according to the completion time of the undergraduate degree, the number of modules failed and the weighted average of each year.
- The departmental Postgraduate Committee reserves the right to make a thorough assessment of the applicant's academic transcript and to decide if the applicant may be admitted.

Additional requirements

Also consult G Regulations G.16 to G.29.

Other programme-specific information

Subject to the provisions of G Regulation G.18.3, a full-time student must complete his or her studies for an honours degree within two academic years (four semesters) and an after-hours student within three academic years (six semesters) after first registration for the degree. However, the Dean may, on the recommendation of the relevant head of department, extend the period of study in both cases by a maximum of two semesters.

A maximum of two modules may also be selected as electives from the other departments in the School of Information Technology.

Curriculum: Final year

Minimum credits: 120

Fundamental modules

Research methodology 711 (INY 711)

Module credits	15.00
Prerequisites	No prerequisites.
Contact time	2 lectures per week
Language of tuition	Module is presented in English
Department	Information Science
Period of presentation	Semester 1

Module content

Research methodology and the application thereof to resolve research problems and to create new knowledge, is a valued advantage to any student. The module is compiled with the following objectives in mind: to instruct the student in the basic principles of research and to avail them the opportunity to execute research projects in a professional manner. Students are guided from the selection of a problem to the presentation of a complete research report with practical suggestions based on a solid theoretical framework.

Core modules

Multimedia research project 761 (IMY 761)

Module credits	30.00
Prerequisites	No prerequisites.
Contact time	2 lectures per week
Language of tuition	Module is presented in English
Department	Information Science
Period of presentation	Year

Module content

*Closed module
Development and production of a multimedia product; product life-cycle management and documentation; the student submits a proposal which is evaluated and if approved, produces a working multimedia product.

Hypermedia and mark-up languages 772 (IMY 772)

Module credits	15.00
Prerequisites	No prerequisites.
Contact time	1 lecture per week
Language of tuition	Module is presented in English

Department	Information Science
Period of presentation	Semester 1

Module content

A study of hypermedia systems, specifically adaptive hypermedia systems, as well as data modelling, storage and retrieval, database structures and metadata. A study of different mark-up languages and their role in multimedia products with the emphasis on data structuring, hyper linking theories and models.

Elective modules

Multimedia trends 771 (IMY 771)

Module credits	15.00
Prerequisites	No prerequisites.
Contact time	1 lecture per week
Language of tuition	Module is presented in English
Department	Information Science
Period of presentation	Semester 2

Module content

History of multimedia ideas and technology; current trends in multimedia, latest technologies and future trends of multimedia.

Multimedia technology 773 (IMY 773)

Module credits	15.00
Prerequisites	No prerequisites.
Contact time	1 lecture per week
Language of tuition	Module is presented in English
Department	Information Science
Period of presentation	Semester 1

Module content

In this module students will research and discuss a current topic which can change from year to year. The topic for a specific year can be obtained from the departmental website. The topic is related to the creative use of Multimedia Technologies. An understanding of the current multimedia trends is required together with the knowledge of its usage.

Virtual environments 774 (IMY 774)

Module credits	15.00
Service modules	Faculty of Economic and Management Sciences
Prerequisites	No prerequisites.
Contact time	1 lecture per week, 1 practical per week

Language of tuition	Module is presented in English
Department	Information Science
Period of presentation	Semester 2

Module content

This module exposes students to virtual environments, ranging from fully immersive virtual reality to online virtual worlds. Starting with the notion of reality and how it is simulated, students learn about hardware, software and human factors associated with the creation and exploration of virtual environments. Students are also exposed to VE platforms and techniques, which they use to create a virtual world.

Animation theory and practice 777 (IMY 777)

Module credits	15.00
Service modules	Faculty of Economic and Management Sciences
Prerequisites	No prerequisites.
Contact time	1 lecture per week
Language of tuition	Module is presented in English
Department	Information Science
Period of presentation	Semester 1

Module content

This module provides an overview of the historic and current principles and practice of natural motion animation. Different animation techniques are covered, such as stop motion, traditional animation, and 3D animation. The student receives an opportunity to create an animated short film using a technique of their choice.

Human-computer interaction 779 (IMY 779)

Module credits	15.00
Prerequisites	No prerequisites.
Contact time	1 lecture per week
Language of tuition	Module is presented in English
Department	Information Science
Period of presentation	Semester 2

Module content

In this module, students are exposed to research topics and methodologies within the HCI discipline. Students then apply their understanding by proposing and delivering a research paper.