

Course/Subject/Unit Description

1. General Information			
School		School of Design Studies	
Department		INTERIOR ARCHITECTURE	
STUDY LEVEL		Undergraduate	
CODE OF SUBJECT	EA603	SEMESTER	
SUBJECT TITLE		Multimedia - Architectural Project Presentations	
Teaching Content	Weekly (Hrs)	Credis	
Lectures, Essays, Design Workshops/Excercises, Design Project – Portfolio of work.	1 3	4	
Type of Subject	Special Infrastructure Courses		
PREREQUIRED COURSES	No		
Teaching and Exams Language	Greek		
THE COURSE IS OFFERED TO ERASMUS STUDENTS	Yes		
Course website (URL)	ia.i.hu.gr/ea603		

2. Aims and Objectives – Methods – Skills
a. Learning Outcomes
<p>General context Creating high quality digital multimedia content to support and present activities of spatial and architectural interest.</p> <p>Aims and objectives Awareness of students on issues related to methods of digital representations - information simulation and audiovisual material with spatial reference and in particular through their presentation using interactive - multimedia applications. Contribution of multimedia applications development to the presentation of an architectural project. Needs analysis, development and adaptation of multimedia applications with a critical approach in order to highlight components of an architectural project.</p> <p>Method - learning outcomes The course consists of both theoretical and laboratory content. In the theoretical part, there is a serie of injectable theoretical and laboratory presentations that are constantly alternated, analyzed and discussed with the active participation of the students in the software, on the blackboard or with the use of multimedia or visual material. In the laboratory part, a serie of laboratory exercises of application of the theoretical presentations are performed. Students first complete individual laboratory exercises and then an individual integrated digital multimedia presentation of an architectural or other study. Upon successful completion of the course the student will:</p> <ul style="list-style-type: none"> • has knowledge of developing multimedia applications for presenting architectural or other related project • digitizes components of architectural interest • converts architectural elements into digital interactive elements • creates online simulations on all digital media • develops interactive representations of scientific, professional or educational interest, • creates scenarios, roles of spatial objects, overlapping spatial, design and descriptive information • optimizes the ergonomics of a presentation-application through design or conventional programming, • highlight digital resources, contributes to participatory design, manages and renders architecture as integrated digital interactive components

- uses and engages all the components of a multimedia application (image, video, text, motion, design, map, sound, etc.) in an interactive platform creating custom scenarios for presenting components, needs and objectives of an architectural study

β. Skills

- Special knowledge of the courses "Architectural conception with computers I and II"
- Creativity, imagination
- Analysis and synthesis of design data and information, using digital applications
- Autonomous work
- Ability to develop basic programming code
- Needs analysis, selection of data and how to highlight
- High aesthetics, graphic design approach
- Organizational spirit

3. Subject Context

The aim of the course is to raise students' awareness on issues related to methods of digital visualization - information simulation and audiovisual material with spatial reference (drawing, map, image, video, audio, text, etc.) and in particular through their presentation using interactive - multimedia applications.

The availability and creation of high quality digital content as well as its processing and presentation is crucial to support activities of spatial and architectural interest. The development of multimedia applications contributes significantly and in many ways to the presentation of an architectural project (digitization of components, conversion of architectural elements into interactive elements, web simulation, educational representation, script creation, roles of spatial objects, overlapping spatial, design and descriptive work programming development, digital resource promotion, digital participatory design, management of integrated interactive digital buildings, etc.).

The acquisition of basic knowledge and the development of skills, through a critical approach and adaptation of the subject to serve the needs of students, is achieved through the presentation of individual theoretical units and implementation of laboratory exercises.

The theoretical modules concern the introduction of basic theoretical concepts of multimedia and internet technology (material and process of multimedia development, image, design, modeling, rendering, audio-acoustics, etc.), methods - processes of information digitization, presentation of devices (hardware) and software features used to design, develop and use multimedia applications.

The laboratory exercises concern the acquaintance with basic functions of software design, creation, processing and reproduction of digital material which is used as an interaction environment between user and Computer. In particular, the laboratory exercises formed to modules are, among others, related to vector 3D modeling, virtual reality, audio and text in digital format, creating and editing digital images and videos, through the design, development and presentation of multimedia applications of architectural project.

The laboratory modules are framed by the presentation of a complete simulation platform and multimedia presentation under the approach of representation tools, exploration and analysis of space through a dynamic adaptation of new methodologies and software.

4. Teaching and learning methods – Evaluation and assessment

- Theory and Design Workshops – Main Project Brief/ Site visits	Theory and Design Workshops Theory Essay and Design Exercises Final Project
- Group Appraisal /Site Analysis	Portfolio
- Theory Essay and Design Exercises	
- Interim Reviews	

- Project Final Pin Up - Portfolio Hand In.		
Use of Information and Communication Technologies	Use of computer software Multimedia and conventional presentations via PC Video projection	
Teaching organization	Activity	Semester Credits
	Lectures	20
	Theory Essay	20
	Design Workshop and Excercises	30
	Main Design Project	20
	Research and Analysis of Bibliography	10
	Total	100
<i>Student assesment</i>	Theoretical written examination Multimedia Architectural project developement Laboratory examination via PC Digital portfolio organization	

5. Recommended/ Bibliography

Suggested indicative bibliography

- Dimitriadis, SN, Pomportsis, AS, Triantafyllou, EG, (2004), "Multimedia Technology, Theory and Practice", Tziola Publications, ISBN 960-418-025-8, Thessaloniki-Athens
- Pantano-Roku Franca, (2002), "Interactive multimedia applications", Kritiki Publications, ISBN 978-960-218-257-4, Athens,
- Vaughan, T., (2002), Multimedia analytical guide 7th edition, Giourdas Publications, ISBN 978-960-512-528-5, USA, translated into Greek, Athens, 2002
- Steinmetz, R., Nahstend, K., (2002), Multimedia Theory and Practice, Giourdas Publications, ISBN 960-512-330-4, USA, translated into Greek, Athens 2002
- Adobe Systems Incorporated, (2010), Adobe Flash Professional CS5 Step by Step, Giourdas Publications, ISBN 978-960-512-607-0, translated into Greek, Athens 2010
- Adobe Systems Incorporated, (2011), Actionsript 3.0 for Adobe Flash Professional CS5 Step by Step, Giourdas Publications, ISBN 978-960-512-607-0, translated into Greek, Athens 2011
- Russell Chun, (2019), Adobe Animate CC 2019 Release. Adobe Press Publications, ISBN-10: 0135298881, USA, 2019
- Kouzeleas, St., (2022), Electronic notes,, "Introduction to multimedia, Material and process of multimedia development", 2022
- Kouzeleas, St. (2022), Electronic notes "Image, drawing, sound-acoustics", 2022

Related Scientific Journals