

MultiMedia Engineer - English

'The' education for web and interaction design



MultiMedia Engineer

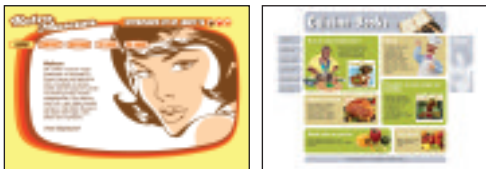
(MME) is College of MultiMedia's education for web and interaction design.

It is the most comprehensive education that CMM offers and is a full-time program, one year in duration. MME is the combination of three semesters, namely Web Development, Web Development Advanced and Interactive Media. After successful completion of the MME, you have the knowledge and are able to work as a professional web designer and/or interaction designer. As an additional carrier step you can follow up the MME Diploma with our PHP/MySQL course and then enrol at Staffordshire University, to complete a Degree in either Interactive MultiMedia (IM,BA) or Multimedia Technology (MT,MSc), in The United Kingdom

Overview of the semesters

Web Development teaches you the fundamental disciplines necessary for professional web authoring. This includes project planning (concepting), Graphical User Interface design, audio, video, graphics production, and web authoring, by typing the source code manually, as well as using wysiwyg editors like DreamWeaver™ from Macromedia. Your Web 1 final evaluation project is a complete website.

Web Development Advanced will expand your knowledge with skills that allow you to construct web sites with a higher level of interaction. These skills include; publishing on-line (streaming) video and audio, designing three dimensional models and animations, management and control of your visual design via Cascading Style Sheets, adding interaction to your website with the JavaScript programming language, and producing interactive animations and small applications with Flash and its programming language called ActionScript. As in Web Development, you finish this semester with a final project in the form of a complete interactive web site.



The third semester called **Interactive Media** is focussed on the production of rich interactive media like cd/dvd-roms. This semester includes subjects like cd/dvd-rom authoring with industrial standard software called Director and its programming language called Lingo, the technology and production skills of dvd video, building a complete Flash website with a high level of interaction programmed with the language called Actionscript, publishing ShockWave productions, and project management and communication skills for presenting yourself or your product. At the end of this semester you have created a dvd and a Flash website, and a graduation project in the form of an interactive cd-rom.

During these semesters, next to your graduation projects, you will also undertake different exercises and assignments like building a 3D model and editing audio and video. Your theory knowledge is also tested with progression tests which contain multiple choice and explanation questions, as does the final theory examination which you undertake at the end of each semester.

If you would like to know more about the specific subjects covered in the MME education, please contact us for the extensive **topic list**.



Authorized Training Center



Content structure of MME

The curriculum is based upon the integration of five major subjects called **concept, audio, video, graphics** and **authoring**. These subjects are covered extensively in theory as well as in practice.

In the subject called **concept**, you learn the entire process of creating a concept, from setting up a brainstorm session to creating a storyboard and style book. After finishing your concept you can start the production of audio-visual content.

In **audio**, we teach you what sound is, how to record sound with microphones, basic studio techniques, how you can edit, create and use special effects, associated file formats and compression techniques required to publish your audio production on the internet, a cd-rom or dvd-rom.

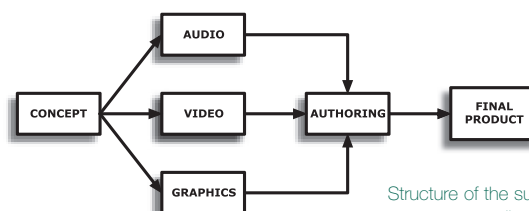
The **video** subject contains the difference between all the international video standards, how to digitise (capture) video with professional equipment, editing and create special effects and compositing your footage. Furthermore you learn compression and file formats to publish your video content, streaming or non-streaming, on the internet, a cd-rom or a dvd.

The subject **graphics** covers the design of Graphical User Interfaces, scanning and retouching of images, producing bitmap and vector graphics, modelling and animating 3D objects, and everything about file formats and compression techniques to use your images on the web or in interactive media.

The subjects explained above cover creation for audio and visual production, but to produce interactive media you also need to know what authoring is. **Authoring** is combining these audio-visual elements/content into an interactive application by using special software and programming languages. To enable you to do this we will teach you xhtml, Flash and Director (ShockWave) as well as programming skills in JavaScript, ActionScript (language of Flash) and Lingo (language of Director). During the course your programming skills will grow to a professional level.

The above mentioned subjects are recovered during all semesters with an increasing knowledge level of complexity. Additionally with these subjects you also learn about project planning and project management and how to utilise industry standard software like Photoshop and Dreamweaver for the production of all your projects.

For more information on the MultiMedia Engineer education or the other education and courses offered by CMM go to **www.cmm.nl**



Structure of the subjects within the MME program as well as the work flow of a cd/dvd-rom and web site production.

History College of MultiMedia

CMM is a specialised private media education centre and has been successfully educating Dutch people for the past 8 years. The education and courses offered by CMM are in the various disciplines of multimedia: 3D design and animation, graphics creation, sound design, video production, web design and interactive media. CMM has been appointed by Apple, as its only authorised Training Centre in The Netherlands, for its profession software applications. We are also a Certified Digidesign Pro School, exclusively teaching their Pro Tools software in The Netherlands. At CMM the education programs are conceived to combine all the latest computer skills and technologies to give our students the highest possible education skills and experience. We do not just teach software packages but the complete theory, overview and integration on how the development tools of multimedia interact and function.

Facilities

Extensive practical work areas are available to our students during and after their lessons. These include high end video editing, DVD and 3d authoring suites, our fully equipped video, audio and green screen studio. During the practical lectures every student has their own fully equipped workstation in our computer lab.



Joint co-operation with Staffordshire University

CMM has entered into a partnership with Staffordshire University (SU) in the UK that will allow CMM graduates to enter Staffordshire University and if successful, attain a Bachelor Degree. Staffordshire offers two possible Degree paths which can be completed with a further study of one year of on campus study at SU in England.

Degree Programs offered are:

- Interactive MultiMedia - Bachelor of Arts Degree (BA)
- MultiMedia Technology - Bachelor of Science Degree (BSc)

Admissions

CMM: Entry requirements are a completed enrolment procedure and form, a personal interview with one of our MultiMedia lectures (this can be conducted at a predetermined time, via telephone for non-resident students), good computer skills, high motivation level, mathematics ability and a good understanding of the English language.

Staffordshire Degree: Entry requirements are completion of the MME Diploma and PHP/MySQL study at CMM (80% pass rate on both) plus completed application procedure and a personal interview.

For additional information see the enrolment form.



MultiMedia Engineer / full-time / 1 year

web development + web development advanced + interactive media

MultiMedia Engineer full-time - Summary of Details

Timing Details of the MME program

Full-time education in the English language

Duration:

50 weeks including 5 weeks vacation (3 weeks during summer and 2 weeks during winter) and 1 week for the examination

Classroom attendance per week:

3 lessons from 3 hours, over 3 days per week*

Lecture days and time:

Monday, Tuesday and Wednesday from 14.00 until 17.30

***The number of hours per week required for homework and practical exercises is a minimum of 15 hours. (Dependent on pre-knowledge and experience)**

Payment Details of the MME program

Enrolment fee	€ 150, -	(Payable with lodgement of enrolment form application)
Tuition fee	€ 6600, -	(Payable in full before the education starts or in 2 terms)
Examination fee	€ 70, -	(Payable before sitting for the examination)
Total fees	€ 6820, -	

Tuition fees can be paid in 2 terms. The first term of € 3300 is due before the course begins and second term payment after the first 4 months of the education.

The price of the education includes all lectures, practical time and lesson material necessary. Additional items to purchase include reference books, USB memory stick, CD-R's and DVD-R. Estimated cost € 140.

Frequently asked question

Q What can I become when I graduate from the multimedia course at CMM?

A You should be able to find work as either a web-designer, web-master, CD-ROM developer or any other web or CD- Rom related job, depending on you background and expertise.

Q Do I need to have a computer at home to be able to study the multimedia course at College of MultiMedia?

A Not necessarily, there are plenty of workstations at the College that you can book to do your personal projects on. Somethings are even very difficult or expensive to have at home, like an audio or video studio. Yet if you are serious about your education, it might be best to invest in a basic computer set-up. It's a bit like learning to play the guitar at a music school, without actually having a guitar at home. Not very practical.

Q In the pictures on your site and in your brochure I see that you mainly use Apple Macintosh computers. Is it a problem if I have a PC running Windows at home?

A No, it is absolutely no problem. We use the Mac because it is the multimedia standard computer platform and also because most software used during our course is cross platform compatible. As a professional you will have to be able to use both platforms effectively. The projects that you have to create during your study must be cross-platform compatible. A web site needs to be tested on all known browsers and a CD-ROM or DVD needs to be playable in both a Mac and a PC. All this you will learn in our multimedia courses. PC's are also available in our practical area so

you can create content and test your projects compatibility.

Q Is there also the possibility to study a single subject like html at the CMM?

A No, most topics and software are taught as subject blocks, during the MultiMedia Engineer education and these are not available separately. In addition to this we offer separate short courses in Flash, Final Cut Pro, DVD Studio Pro, Pro Tools. Please contact the school for further details on additional short course programs.

Q How many students are there in one group?

A There is a maximum of twenty students in one class, which allows each student to have his or her own computer during practical lessons.

Q How many hours do I need for my study next to the standard lesson hours?

A The number of hours that students require outside the standard lesson hours varies depending on the student's previous experience and abilities. As a guideline we say that you need to take a minimum of 15 hours per week into account for your practical work and homework.

Q What are the backgrounds of the students that come to study at the College of MultiMedia?

A They are very diverse. There are students who have graduated from art schools or Universities, but we also get school leavers, teachers, career changer, photographers, architects or conventional graphic designers that want to learn about new media et cetera. Our student's ages can range from 17 to 60 years.