

DIPLOMA IN INTERNET COMPUTING
AY 2004/2005 DEC SEMESTER (LEVEL 2)
TEACHING PLAN FOR STREAMING MEDIA DEVELOPMENT (CIC2P14)

Wk	Date	Lecture (1 hr)	Tutorial (1 hrs)	Practical (3 hrs)	Remarks	Public Holidays/Make-ups	
25 (1)	6-10 Dec	Introduction to Streaming Media Technologies	Introduction to Streaming Media Content Creation - Project 1 Briefing	Video and Media Production - Adobe Premiere - Form Proj Group	Project 1 Starts		
26 (2)	13-17 Dec	Video and Media Standards Video and Media Production	Stream Media Development Process - Storyboarding	Video and Media Production – DV Download & HelixProducer; Web Hosting - Windows Server	Project 1 Video Capture Activity – Outdoor, 5 hrs		
27 (3)	20-24 Dec	Streaming Media Content Creation Web Hosting & Streaming Server	Form Tut Presentation Group Tut Discussion	Streaming Server - HelixServer Streaming Media Publishing - For Web Pages	Project 1 Video Capture Activity – Outdoor, 5 hrs (optional)	22 Dec, 6- 9pm & 23 Dec, 6- 8pm> Make-up for Xmas Eve (1- 4pm & 4- 6pm) 24 Dec Xmas Eve (1-6pm)	
28 (4)	27-31 Dec	Apache Web Server, PHP Server Side Scripting PHP 1 Basic rules, Variables, Control Structure	Tut Presentation 1 Streaming Media Development & Deployment	Apache Web Server & PHP Installation PHP 1 Basic Rules, Variables, Control Structure		29 Dec, 6- 9pm & 30 Dec, 6- 8pm> Make-up for New Year Eve (1- 4pm & 4- 6pm) 31 Dec New Year Eve(1-6pm)	
29 (5)	3-7 Jan	PHP 2 Control Structure, Array, Function	Project 2 Briefing Tut Discussion	PHP 1 Project 1 Submission	Project 1 Submission (during labs)		
30 (6)	10-14 Jan	PHP 3 Form, File	Tut Presentation 2	PHP 2 Control Structure, Array, Function			
31 (7)	17- 21 Jan	TERM TEST					21 Jan Hari Raya Haji
32 (8)	24-28 Jan	TERM BREAK					
33 (9)	31 Jan-4 Feb	PHP 5 Database - MySQL	Tut Discussion	PHP 3 Form, File			
34 (10)	7-11 Feb	PHP 4 Session	Tut Presentation 3	PHP 5 Database - MySQL		8 Feb CNY Eve (1-6pm)	

						9 & 10 Feb CNY
35 (11)	14-18 Feb	PHP 6 Expression, Advanced Topics	Sample Program & Examples	PHP 4 Session Proj 2 Progress Submission	Proj 2 Progress Submission (during labs)	15 Feb, 6- 9pm & 16 Feb, 6- 8pm > Make-ups for CNY Eve (1-4pm & 4-6pm) 17 Feb, 6- 9pm ; > Make-ups for CNY on 9 Feb(8- 11am)
36 (12)	21-25 Feb	PHP 7 Case Studies; MySQL database GUI	Tut Discussion	PHP 4 Session PHP 6 Expression		21 Feb, 6- 8pm & 22 Feb, 6- 9pm & 24 Feb, 6-8pm > Make-ups for CNY on 9 Feb (11-1pm, 1- 4pm,4-6pm) 25 Feb, 6-9pm > Make-ups for CNY on 10 Feb(8- 11am)
37 (13)	28 Feb-4 Mar	PHP 8 Case Studies	Tut Presentation 4	PHP 7 Project Consultation		28 Feb, 6- 8pm;1 Mar, 6- 9pm& 2 Mar, 6-8pm > Make-ups for CNY on 10 Feb(11-1pm,1- 4pm& 4-6pm)
38 (14)	7-11 Mar	Project Interview	Project Interview	Project Interview	Project 2 Final Submission (during interview)	
39 (15)	14-18 Mar	STUDY WEEK (REVISION/REMEDIAL)				
	21Mar -2 Apr	EXAMINATIONS				
	3 Apr- 22 May	VACATION				
	11-23 Apr	SUPPLEMENTARY EXAMINATIONS				
Remark- For the Wk (Week) column, the first number in a row indicated the "physical" week number based on FAST workflow. The second number in bracket is the "logical" week number used within a semester.						

Teaching Team :

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Contact Hours:

Lecture	12 hours
Tutorial	12 hours
Practical	36 hours

Total	60 hours
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Non-Contact/Assessment Hours/Study Week:

Project 1 Video Capture (Compulsory)	5 hours (maximum 10 hours)
Project 1 Streaming Media Creation	10 hours
Project 2	20 hours

Remedial	5 hours (for 5 CU subject)
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Total	40 hours
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Continual Assessment

Type of Assessment	Individual%	Group%
Ø Project 1: Streaming Media Web Site (35%) Video & Media Production / Web Site / Streaming Publishing	25%	10%
Ø Tutorial Presentation (15%) 4 Tutorial Presentations (4 x 3.75%)	10%	5%
Ø Project 2: Dynamic Streaming Media Application (50%) Project 2 Progress Submission –Report (15%)	15%	-
Project 2 Final Submission (35%) Interface / Source Code, Functionality & Report / Extensions	35%	-
Total	85%	15%

Project 1 (Streaming Media Web Site)

This project requires the students to capture, digitise and optimise media elements such as audio and video and incorporate these elements into a streaming media website. Students should use different streaming settings and configurations to meet the user's requirements. Students are required to apply the streaming development methodology taught to them when developing this web site.

Tutorial Presentations

Students will work in a group assigned by their tutorial lecturers. Questions will be randomly assigned to groups during the tutorial session. Every group is given about 10 minutes to present each question. Lecturers will not let the students know the questions that they are supposed to present beforehand. As such, every group must come prepared to answer all questions. Students are required to do their research and hold their group discussions during the assigned tutorial sessions. Students presenting the question must come prepared to answer any questions raised by the lecturers and fellow students regarding the solutions that they present.

Assessment Criteria

- Completeness & correctness of solution presented
- Understanding of concepts related to the question
- Clarity of presentation
- Effectiveness of presentation material

Final Project, Project 2 (Dynamic Streaming Media Application)

Students need to apply both streaming media application concepts and programming concepts to create a dynamic streaming media application. They need to produce a dynamic client-server streaming media software application that can be accessed by users over a network through a streaming media server and/or a Web server. A comprehensive assessment scheme will be used to assess the students' final programs. The assessment criteria are as shown:

- Interface – design of user interaction
- Source Code – well written and designed source code
- Functionality – requirements fulfilment
- Extensions – additional functionality for more motivated / able students

Students also need to submit a project 2 progress report.

Text

1. Matt Zandstra (2004). Teach Yourself PHP in 24 Hours, 3rd edition. Indianapolis: SAMS Publishing.
2. RealNetworks, Inc (2000). RealSystem™ G2 Production Guide. Free Download from <http://www.realnetworks.com>

References

1. Alvear, Jose (1998). Guide to Streaming Multimedia - Mecklermedia Web Developer.com. Reading: Wiley Computing
2. Solari, Stephen J. (1997). Digital Video and Audio Compression. Berkeley: McGraw-Hill
3. Peter Rob and Carlos Coronel (1997). Database Systems – Design, Implementation and Management. Berkeley: Course Technology

Prepared by :
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