

BACCALAUREUS TECHNOLOGIAE: MULTIMEDIA

Qualification Code: BTUM01 - NQF Level 7

Campus where offered: Arts Campus (day classes)
Last year of new intake: 2019
Teach-out (phase-out) date: 31 December 2021

Students registered for this qualification should complete their studies according to the teach-out date prescribed for the qualification, subject to the stipulations of Regulation 3.1.11 and 3.1.13 in the Students' Rules and Regulations.

Information on phased-out programmes can be obtained from the TUT website, www.tut.ac.za.

CURRICULUM

Consult the 2019 Faculty Prospectus for the full contents of the qualification.

YEAR SUBJECTS

CODE	SUBJECT	CREDIT
MDD400T	Multimedia Design IV	(0,450)
MUE400T	Multimedia Technology IV	(0,450)
RMQ110E	Research Methods and Techniques I	(0,100)
TOTAL CREDITS FOR THE QUALIFICATION:		1,000

SUBJECT INFORMATION (OVERVIEW OF SYLLABUS)

The syllabus content is subject to change to accommodate industry changes. Please note that a more detailed syllabus is available at the department or in the study guide that is applicable to a particular subject. At time of publication, the syllabus content was defined as follows:

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MULTIMEDIA DESIGN IV (MDD400T)

PRACTICAL EVALUATION

(Subject custodian: Department of Visual Communication)

The student's main aim in this subject is to identify and frame opportunities and challenges faced in this vibrant and complex area of multiple relevant and transecting design disciplines. The student will be required to demonstrate competence in managing complexities and generating design-led approaches. This would result in a deepening understanding of the field. This subject focuses on conceptual interactive and time-based design theory and practice. The curriculum emphasises a human-centred design philosophy where design choices must be intentional and support the goals of the piece, be they artistic or commercial. (Total tuition time: ± 450 hours)

MULTIMEDIA TECHNOLOGY IV (MUE400T)

PRACTICAL EVALUATION

(Subject custodian: Department of Visual Communication)

The student's main aim in this subject is to identify and frame technologies and methodologies utilised in this vibrant and complex area of multiple relevant and transecting design disciplines. The student will be required to demonstrate competence in managing complexities and generating design-led approaches. This subject focuses on the technology and skills required to create interactive and time-based media. Students are expected to apply this knowledge to a practical project related to their research project. Due to the fast-changing environment, students are expected to stay abreast of the latest technology developments. Students will also complete a research-based study of contemporary developments in selected areas of multimedia technology leading to an academic report that is relevant to Multimedia Design IV. (Total tuition time: ± 450 hours)



RESEARCH METHODS AND TECHNIQUES I (RMQ110E)**PRACTICAL EVALUATION**

(Subject custodian: Department of Visual Communication)

The student should be able to demonstrate an appropriate level of skill and competence in the following areas: The nature and practice of research in the social sciences and the arts, research design, the development of a research proposal, qualitative and quantitative research methodology, ethics in research and writing of a research report. (Total tuition time: ± 34 hours)

