NATIONAL BOARD FOR TECHNICAL EDUCATION, KADUNA

NATIONAL INOVATION DIPLOMA

IN

MULTIMEDIA TECHNOLOGY

Plot B. Bida Road, P.M.B. 2239, Kaduna.

2007

Title of the Programme: The title of the programme is National Innovation Diploma in Multimedia Technology

1.0 Goal and objectives of the programme:
The programme is designed to equip the students with creative and designing skills which would give them an opportunity to move in the various fields of digital media. In addition, students will develop and produce impressive motion graphics for possible inclusion in a final portfolio with articulated written plans, which would lead to their own unique portfolio.

2.0 Entry Requirements into the programme:
    2.1 Students who have completed senior secondary school and obtained 5 credits at NECO or WAEC at not more than two (2) sittings in the following:
        Mathematics
        English
        Any Science subject – Physics, Chemistry, Biology, Agric. Science
        Fine Art/Technical Drawing
        Any of the Social Sciences – Economics, History, Literature in English, Geography

    2.2 Completion of a relevant Vocational Enterprise programme
    2.3 Graduates of tertiary institutions

3.0 The curriculum:
The curriculum consists of:
 Foundation courses 10% allocation
 General Studies 10% allocation
 Core course 80% allocation
 SIWES - 25% (at the third semester of the programme)

4.0 Curriculum Structure:
The structure of the National Innovation Diploma in Multimedia Technology consists of four semesters of mainly laboratory activities. Each semester shall consist of 15 weeks which would involve teaching, practical exercises, quizzes, tests, etc and 2 weeks for examinations.

5.0 Accreditation:
The programme shall be accredited by the National Board for Technical Education (NBTE) before diplomates can be awarded the diploma certificate.
Details of the process of accrediting a programme are available from the NBTE

6.0 Conditions For The Award Of The National Diploma

6.1 Conditions for the award of the diploma include:

(a)   Satisfactory performance in all prescribed course work, which may include class work, tests, quizzes, laboratory work.

(b)   Supervised industrial work experience for one semester

(c)   Satisfactory performance at all semester examinations.

(d)   Satisfactory completion of final year project work. Continuation assessment should contribute 40% while semester examinations are weighted 60% to make a total of 100%. The industrial training is rated on the basis of pass or fail.

7. 0   Guidance Notes for Instructors Teaching the Programme

7.1 The new curriculum is drawn in unit courses.

7.2 In designing the units, the principle of modular approach by end product has been adopted, thus making each of the professional modules, when completed to provide the students with professional operative skills, which can be used for employment purpose, self and otherwise.

7.3 As the success of the credit unit system depends on the articulation of programmes between the institutions and industry, the curriculum content has been written in behavioural objectives, so that it is clear to all, the expected performance of the student who successfully completed some of the course of the programme. This is a slight departure in the presentation of such performance-based curriculum, which requires that the conditions under which the performance is expected to be carried out and the criteria for the acceptable levels of performance to be stated. It is a deliberate attempt to further involve the staff of the department teaching the programme to enrich their own curriculum by stating the conditions existing in their institution under which performance can take place to follow that with the criteria for determining an acceptable level of performance.

7.4 The teaching of the theory and practical work should, as much as possible, be integrated. Practical exercise, especially those in professional courses and laboratory work should not be taught in isolation from the theory.

8.   Guidelines on SIWES Programme

For the smooth operation of the SIWES, the following guidelines shall apply:

Institutions offering the National Diploma programme shall arrange to place the students in industry.

The placement officer should discuss and agree with industry on the following:

Evaluation of Students during SIWES: In the evaluation of the student, cognizance should be taken of the following

1. Punctuality.
2. Attendance.
3. General Attitude to work.
4. Respect for Authority.
5. Interest in the field/technical area..
6. Technical competence.

SIWES as a Component of the Curriculum: The completion of SIWES is important in the final determination of whether the student is successful in the programme or not. Failure in the SIWES is an indication that the student has not shown sufficient interest in the field or has no potential in his field. The SIWES should be graded as in other courses. Where a student has satisfied all other requirements but failed SIWES, he may only be allowed to repeat another four months' SIWES at his own expense

9.0   Final Year Project

Final year students in this programme are expected to carry out a project work. This should be on individual basis or group work. The project reports should be properly supervised and well presented.
The department should make their own arrangement of schedules for project work.

10.0   Job Description
➢ Multimedia Developer/Specialist/Technician
➢ Instructional Design Technician
➢ Computer Graphics Artist
➢ 3D Computer Animator
➢ Multimedia Illustrator
➢ Desktop Media Publisher
➢ Interface Designer
➢ Animator
➢ Script Integrator
➢ Digital Journalist
➢ Presentation Artist
➢ Audio – Visual operator/technician
➢ Motion Graphics Specialist
➢ Digital Video Editor

**NATIONAL INNOVATIVE ENTERPRISE DIPLOMA (NIED)
IN DIGITAL MULTIMEDIA TECHNOLOGY
CURRICULUM TABLE**

1ST SEMESTER

COURSE CODE	COURSE TITLE	T	p	CH
GNS 101	Use of English I	2	2	4
GNS 128	Mathematics	2	-	2
BAM 111	Introduction to Business I	2	2	4
ART 111	Art History I	2	2	4
MMP 111	Introduction to Computer	2	2	4
MMP 112	Multimedia Foundation Concepts	1	9	10
MMP 113	Digital Print and Publishing	1	9	10
	TOTAL	**14**	**26**	**38**

2nd SEMESTER

COURSE CODE	COURSE TITLE	T	p	CH
GNS 201	Use of English II	2	2	4
BAM 126	Introduction to Entrepreneurship	1	2	3
ART 121	Art History II	1	1	2
MMP 121	Critical Thinking	2	1	3
MMP 122	Multimedia Techniques	1	9	10
MMP 123	Introduction to Web Design and Authoring	1	9	10
MMP 124	Multimedia Management and Policy I	2	2	4
MMP 125	Principles of Programming	2	2	4
	TOTAL	**12**	**28**	**40**

3RD SEMESTER

COURSE CODE	COURSE TITLE	T	p	CH
MMP 211				

SIWES

4TH SEMESTER

COURSE CODE	COURSE TITLE	T	p	CH
MMP 221	Multimedia Management and Policy II	2	2	4
MMP 222	Multimedia Programming	2	10	12
MMP 223	Digital Film Animation	2	10	12
BAM 224	Small Business Management	1	1	2
	Project			
	TOTAL	**7**	**23**	**30**

PROGRAMME: ND DIGITAL MULTIMEDIA DESIGN	Code: BAM 111	Credit Hours: hours 3	
Course: INTRODUCTION TO BUSINESS I	Pre-requisite:	Theoretical:	1 hours/week - 33 %
Semester: 1st		Practical:	2 hours/week - 67 %

Course Main Aim/Goal

This course is designed to assist the student to develop fundamental knowledge in the theory and practice of general business organization and to examine the Nigerian business environment

GENERALOBJECTIVES

1.0   Understand the framework of business

2.0   Know different types of business organizations and ownership

3.0   Understand the basic organization structure

4.0   Know different functional activities of business

5.0   Understand business in the society

6.0   Understand the role of government in business

7.0   Understand the roles of international organizations in business

8.0   Understand small-scale industries and their impact on the Nigerian economy

PROGRAMME: ND DIGITAL MULTIMEDIA DESIGN		Code: BAM 111	Credit Hours: hours 3	
Course: INTRODUCTION TO BUSINESS I		Pre-requisite:	Theoretical: 1 hours/week - 33 %	
Semester: 1st			Practical: 2 hours/week - 67 %	
Theoretical Content: 33%			Practical Content: 67%	

Week	General Objective 1: Understand the framework of Business					
	Specific Learning Outcomes	Teacher's Activities	Resources	Specific Learning Outcomes	Teacher's Activities	Resources
1	1.1 Define the meaning of the word "Business". 1.2 State the concept of Business and Administration. 1.3 Define profit and its importance. 1.4 Define the environment of business. 1.5 State the environmental factors.	- Explain the meaning of Business, Administration, profit and business environment - Use diagrams to illustrate the above concepts.	Textbooks Diagrams	1.1 Define business environment and environmental factors 1.2 State the environmental factors.	- Use diagram to illustrate the environment of business. - Evaluate	Internet and the use of relevant business websites
Week	General Objective 2: Know different types of business organizations and ownership					
2	2.1 State the various forms of business ownership such as: 2.2 Sole proprietorship, partnership, cooperatives, corporations etc.	- Explain the various forms of business ownership with examples. - Give assignment to students on the above.	Textbooks	2.1 Sole proprietorship, partnership, cooperatives, corporations etc.	- Advice about sole proprietorship, partnership, cooperatives, corporations etc using case histories. Assignment on setting up a business enterprise - Evaluate	Internet and the use of relevant business websites
Week	General Objective 3: Understand the basic organization structure					
3	3.1 Define organization and organizational structures 3.2 Draw simple organizational charts: Line Staff, Line and Staff, functional etc. 3.3 State the advantages and disadvantages of each type in 3.2.	- Explain with diagrams the different types of organizational structure	Textbooks Diagrams	3.1 Define organization and organizational structure. 3.2 Draw simple organization charts, live staff functional.	- Explain with diagrams the different types of organizational structure. - Evaluate	Internet and the use of relevant business websites

Week	**General Objective 4:** Know different functional activities of business.					
4	4.1 Identify the various organic functions of a business such as, finance, personnel, production, marketing and R and D.-+ 4.2 Identify the functions of each of the areas identified. 4.3 Analyze the relationship among the various functional areas of a business.	- Explain the various functional areas of business and their relationships	Textbooks Diagrams	4.1 Explain the functions of each of the areas identified. 4.2 Explain the relationship among the various functional areas of a business.	- Guidance for students on the functional areas of a business. - Use group work to examine previously developed org. charts to identify the functional responsibilities in a business - Evaluate	Internet and the use of relevant business websites
Week	**General Objective 5:** Understand business in the society					
5-6	5.1 Describe the relation between business and society. 5.2 State what society expects from business. 5.3 State what business expects from society. 5.4 State environmental constraints to business and how it could cope with such constraints e.g. cultural, technological, governmental/political, etc	- Explain the concepts of social responsibility of business. Conduct test	Internet and the use of relevant business websites	5.1 Explain the concepts of social responsibility of business. Conduct test 5.2 Analyze environmental constraints to business and how it could be coped with such constraints, 5.3 Conduct test	Using diagram and films to examine the environmental constraints. Consider relevant business case studies based on oil and natural gas industries etc. - Evaluate	Internet and the use of relevant business websites
Week	**General Objective 6:** Understand the role of government in business					
7-8	6.1 State government regulation of businesses. 6.2 State the Nigerian Enterprises Promotion Decree.	- Explain the various government regulations and their agencies, such as	Textbooks Publications Brochure/Journ als	6.1 State government involvement in business.	- Guidance on the privatization of particular industries. The role of government	Guest speakers on the role of government and the need for

	6.3 State the effect of the Nigerian Enterprises Promotion Decree. 6.4 State government involvement in business. 6.5 Define privatization and commercialization. 6.6 Explain the need for the privatiz-ation and commercialisation Decrees.	NIPC, NEPZA, NEPC, NEXIM, BPE, etc	Gazette	6.2 State the need for the privatization and commercialization Decrees	agencies - Evaluate	privatization. Assignment on the strengths and weaknesses of privatization.
General Objective 7: Understand the roles of international organizations in business						
9	7.1 State the functions of international organizations such as ECOWAS, OPEC, EEC, ECA, etc. 7.2 State the contributions of these international organizations to business enterprises in Nigeria	- Explain their inter-relationships and contributions to business enterprises in Nigeria.	Textbooks Publications Journals Internet	7.1 Identify the contributions of these international organizations to business enterprises in Nigeria	- Guidance on the role of international organisations. - Students to work in pairs to research and to present information bout each relevant organisation. - Evaluate	Internet and the use of relevant business websites
General Objective 8: Understand small-scale industries and their impact on the Nigerian economy						
10 – 11	8.1 Define industrialization and development. 8.2 Define small-scale enterprises. 8.3 Identify the factors that enhance industrial development. 8.4 Identify the functions of industrial estates and industrial layouts. 8.5 Identify the role of institutions such as the IDCs, NBCI, CIRD, CMD, ASCON, polytechnics and universities promoting small scale businesses.	- Explain the concepts of Industrialization and Development. - Explain the role of such institutions that promote small-scale businesses. - Conduct test.	Textbooks Publications Gazette	8.1 Examine small-scale enterprises. 8.2 Explain the factors that enhance industrial development.	- Advice and guidance for a case study to examine web based small business enterprises and the growth of the e based business culture. - Evaluate	Guest speakers on the role of small business enterprises and the role of government institutions

PROGRAMME: NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY			
COURSE: Art History I	CODE: ART 111	**CREDIT HRS: 4**	
DURATION: 2 Years	**Pre-requisite:**	**THEORY: 8**0%	
SEMESTER: 1ˢᵗ Semester		**PRACTICAL: 20**%	

GOAL: The course is designed to provide the student with an understanding of Nigerian Art as an expression of our culture and its relationship to world cultural heritage.

General Objectives:

On completion of this course the student should be able to:

 1.0   Know the rationale for teaching history

 2.0   Understand the role of the Artist in the traditional societies

 3.0   Understand some Nigerian Art traditions – Benin, Ife, Nok and Igbo Ukwu, etc.

 4.0   Understand Nigerian Art and crafts

 5.0   Understand the relationship between Art, History and society

 6.0   Know the contribution of Nigerian Artists to the development of Art in Nigeria

PROGRAMME: **NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY**

COURSE: **Art History**	**COURSE CODE**: ART 111	**CONTACT HOURS**: 4 Hours

GOAL: **This course is designed to acquaint the student with the characteristics and influence of Western Arts on Nigerian Arts**

COURSE SPECIFICATION: Theoretical Contents: **80%**				**Practical Contents**: **20%**		
General Objective: 1.0 Know the rationale for teaching history						
Week	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
1	1.1 Define Art history 1.2 State relationship between Art History and Art 1.3 State the values of Art History in creative as well as cultural activities	- Explain Art history - Explain the relationship between Art History and Art - Explain the values of Art History in creative as well as cultural activities				
	General Objective: 2.0 Know the role of the Artist in the traditional societies					
2	2.1 Discuss the role of the Artist in the traditional circles 2.2 Describe the utility and aesthetic purposes of arts 2.3 State the difference between African art and crafts 2.4 Analyse the factors	- Explain he role of the Artist in the traditional circles e.g. as recorder of history, as decorator, etc - Explain the aesthetic purposes of arts - Explain the difference between African art and crafts - Explain the factors				

	which led to the demise of artists	which led to the demise of artists			
General Objective: 3.0 Understand some Nigerian art traditions: Benin, Ife, Nok, Igbo-Ukwu, etc.					
3 - 4	3.1 State the origin of various Nigerian traditional art 3.2 State contributions of each art tradition to development 3.3 State the similarities and differences between the art traditions 3.4 Relate the contributions of each art tradition to development 3.5 Analyse its effect to the growth of Art and design practice 3.6 Carry out comparative studies of Nigerian Art tradition	- Explain the origin of various Nigerian traditional art, e..g. Nok, Benin, Ife, etc. - Explain contributions of each art tradition to development - Explain the similarities and differences between the art traditions - Explain the contributions of each art tradition to development - Explain the effects of 3 – 4 to the growth of Art and design practice - Explain how to carry out comparative studies of Nigerian Art tradition			- Explain the various traditional arts by examples - Explain the similarities and differences between the art traditions using examples - Guide students to carry out comparative studies of Nigerian Art tradition	
General Objective: 4.0 Understand Nigerian art and crafts					
5	4.1 State the significance of traditional forms and symbols 4.2 Analyse the functions of art in the development of early kingdoms	- Explain the significance of traditional forms and symbols - Explain the functions of art in the development of early kingdoms			- **Use** forms and symbols to explain African arts and crafts - Explain the functions of art in the development	

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	4.3 State the reasons for lack of appreciation for African art objects 4.4 Layout simple comparative studies of Nigerian crafts	- Explain the reasons for lack of appreciation for African art objects - Explain how to carry out simple comparative studies of Nigerian crafts -			of early kingdoms - Guide students to carry out comparative studies of Nigerian arts	
General Objective: 5.0 Understand the relationship between Art History and society						
6	5.1 State the socio-cultural values of art 5.2 Describe the historical development of African Arts 5.3 Relate art objects to the needs of the society 5.4 State its impact on individuals in society	- Explain the socio-cultural values of art - Explain the historical development of African Arts - Explain art objects to the needs of the society - Explain the impacts on individuals in society				
General Objective: 6.0 Know the Contribution of Nigerian Artists to the development of art in Nigeria						
7	6.1 Identify popular Nigerian artists in their areas of specialization 6.2 Name existing schools of art in Nigeria 6.3 Appraise the contributions of 6.2 above to the artistic development 6.4 Layout comparative studies of schools of Art in Nigeria	- Guide students to identify Nigerian artists - Explain the contributions of schools of art to artistic development		- Guide students to identify popular Nigerian artists - List existing schools of art in Nigeria e.g. Zaria School, Oshogbo, Abayomi Barber School and some Polytechnics - Explain schools' contributions to artistic		

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			development - Guide students to do comparative study of schools of art in Nigeria		

PROGRAMME: NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY		
COURSE: INTRODUCTION TO COMPUTERS	*CODE*: MMP 111	**CREDIT HOURS: 4**
DURATION: 2 Years	**Pre-requisite:**	**THEORY: 7**0%
SEMESTER: 1ST Semester		**PRACTICAL: 30**%

COURSE : This course is designed to expose students to computers

General Objective:

1.0   Understand the history, classification and impact of computers

2.0   Know the concept of computer hardware

3.0   Know the concept of computer software

4.0   Understand computer data processing systems

5.0   Know the procedures for computer and data preparation method

6.0   Understand security and safety procedures within a computer environment

7.0   Understand the concept of a computer network

8.0   Know the concept of the internet.

PROGRAMME: NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY						
COURSE: **INTRODUCTION TO COMPUTERS**			*CODE*: **MMP 111**		*CONTACT HOURS*: **1 – 0 – 2**	
GOAL: **TO INTRODUCE THE STUDENTS TO COMPUTERS**						
COURSE SPECIFICATION: THEORETICAL CONTENT: 70%			*PRACTICAL CONTENT 30%*			
GENERAL OBJECTIVE 1: **UNDERSTAND THE HISTORY, CLASSIFICATION AND IMPACT OF COMPUTERS.**						
Week	**Specific Learning Outcomes**	**Instructor's activities**	**Learning Resources**	**Specific Learning Outcomes**	**Instructor's activities**	**Learning Resources**
1	1.1 Define the computer 1.2 Describe the development of computers, in particular abacas, Pascal, Babbage, Hollerith and ENIAC. 1.3 Classify computers according to generations from 1st – 5th generation (any subsequent generation)	- Define computer - Trace the history of computer. - Classify the computer according to generations	White Board. PC loaded with Power point and connected to Over Head Projector (OHP)	1.1 Classify computer systems.	- Guide students to classify computer systems - Evaluate	Networked PCs loaded with software packages.

2	1.4 Distinguish between analogue, digital, and hybrid computers 1.5 Identify the social implication of computers on society in particular privacies and quality of life. 1.6 List the benefits of computers to the society.	- Distinguish between types and classes of computers. - Highlight the implications of computers to the society. - Outline the benefit of computer to the society.	White Board. PC loaded with Power point and connected to OHP	1.2 Differentiate between different types of computers	- Guide students to classify computer systems - Evaluate	Networked PCs loaded with software packages.
Week	**GENERAL OBJECTIVE 2: KNOW THE CONCEPT OF COMPUTER HARDWARE**					
3	2.1 Describe computer hardware configuration. 2.2 List some input and output devices 2.3 Describe the function of the input/output devices	- Discuss the meaning of hardware. - Discuss the various components and functions of various hardware units. - Discuss computer software programming languages and differentiate between the levels.	White Board. PC loaded with Power point and connected to OHP	2.1 Identify the various components of a computer system	- Guide the students on how to identify the various components of a computer system - Evaluate	A DEMO PC showing its components

Week						
4	2.4 Describe the function of C.P.U. 2.5 Describe some auxiliary computer Units. 2.6 Describe the function of the auxiliary memory 2.7 Define bits, byte, nibble, and word and storage size.	- Discuss the various components and functions of various hardware units. - Discuss computer software programming languages and differentiate between the levels.	White Board. PC loaded with Power point and connected to OHP	2.2 Identify the various components of a computer system	- Guide the students on how to identify the various components of a computer system - Evaluate	A DEMO PC showing its components
Week	*GENERAL OBJECTIVE 3:* **KNOW THE CONCEPT OF COMPUTER SOFTWARE.**					
5	3.1 Identify software and its various types 3.2 Distinguish between the low-level and high–level languages. 3.3 Identify source and object programmes.	- Discuss software and its various types. - Explain computer packages and its various types.	White Board. PC loaded with Power point and connected to OHP	3.1 Load computer packages on computer system	- Demonstrate how to load various computer packages on computer systems - Evaluate	Networked PCs loaded with different computer packages
6	3.4 Define a translator. 3.5 Identify types of translators: assembler, compiler, and interpreter.	- Discuss software and its various types. - Explain computer packages and its	White Board. PC loaded with Power point and connected to OHP	3.2 Load computer packages on computer system	- Demonstrate how to load various computer packages on computer	Networked PCs loaded with different computer packages

		various types.			systems - Evaluate	
	3.6 Explain the use of package programs.					

Week	GENERAL OBJECTIVE 4: UNDERSTAND COMPUTER DATA PROCESSING SYSTEMS.					
7	4.1 Identify different processing modes. 4.2 Describe batch processing, real time sharing and distributed processing 4.3 Give examples of different processing modes	- Explain offline and online concepts - Define batch processing, real time, time sharing and distributed processing - Differentiate between batch processing, real time processing, time-sharing and distributed processing system.	White Board. PC loaded with Power point and connected to OHP	4.1 Recognize life problems requiring the application of the various modes 4.2 Operate in processing modes environment	Guide the students on how to identify real life problems requiring the various data processing techniques - Evaluate	Networked PCs loaded with different computer packages
Week	**GENERAL OBJECTIVE 5: KNOW THE PROCEDURES FOR COMPUTER AND DATA PREPARATION METHOD.**					
8	5.1 Describe the operation of a computer system	- Discuss the principles and procedures of operating the computer system (booting and shut down)	White Board. PC loaded with Power point and connected to OHP Diskettes	5.1 Boot and shut down computer system 5.2 Format diskettes	- Guide the students on how to operate the computer. - Show different storage media to students - Evaluate	Networked PCs and storage media such as diskette.
9	5.2 Describe the initialization and formatting of storage media.	- Discuss initialization and formatting of storage devices such as disks and diskettes	White Board. PC loaded with Power point and connected to OHP Diskettes	5.3 Boot and shut down computer system 5.4 Format diskettes, flash disks and other temporal storage devices	- Guide the students on how to operate the computer. -Show different storage media to students - Evaluate	Networked PCs and storage media such as diskette.

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Week	GENERAL OBJECTIVE 6:: UNDERSTAND SECURITY AND SAFETY PROCEDURES WITHIN A COMPUTER ENVIRONMENT.					
10	6.1 Describe data control techniques, operating procedure of a computer installation, safety regulation in computer installation, method of preventing hazards such as fire, flooding and sabotage	- Explain data control techniques. - Describe standard operating procedures of a computer installation. - Explain the need for computer room security. - Explain computer system auditing - Explain methods of preventing hazards such as fire, flooding sabotage etc.	White Board PC loaded with relevant software packages and connected to OHP White Board PC loaded with relevant software packages and connected to OHP	6.1 Formulate passwords. 6.2 Formulate and apply passwords.	- Guide students on how to formulate simple password that they could easily remember - Evaluate - Guide students on how to formulate simple password that they could easily remember - Evaluate	Networked PCs and storage media such as diskette. Networked PCs and storage media such as diskette.
11	6.2 Identify security methods in computer installation and the need for users passwords	- Describe file security methods in computer installations. - Explain the need for file security in computer installation. - Explain the user passwords and user name.				
Week	*GENERAL OBJECTIVE 7:* **UNDERSTAND THE CONCEPT OF A COMPUTER NETWORK**					
12	7.1 Explain network, 7.2 Describe different types of network organization such as star, ring and bus.	- Define computer network. - Explain different types of network organization such as star, ring, bus etc.	White Board PC loaded with power point and connected to OHP 21	7.1 Identify various computer topologies 7.2 Identify different organizations using the different topologies.	- Guide the students on how to identify various network topologies. - Evaluate	Networked PCs and storage media such as diskette.

13	7.3 Study LAN, MAN and WAN.	- Describe different types of network: LAN, WAN	White Board PC loaded with power point and connected to OHP	7.3 Identify various computer topologies 7.4 Identify different organizations using the different topologies.	- Guide the students on how to identify various network topologies. - Evaluate	Networked PCs and storage media such as diskette.
Week	***GENERAL OBJECTIVE 8:* UNDERSTAND THE USE OF THE INTERNET**					
14	8.1 Explain internet and its resources 8.2 Describe the processes involved in searching the internet for materials.	Define internet - Describe resources of internet - Explain the processes involved in browsing and searching the internet. - Explain the meaning of Internet Service Provider (ISP).	White Board. PC loaded with power point and internet browser and connected to OHP	8.1 Surf the Internet 8.2 Search for materials on the internet.	Guide students on how to search for materials on the internet. - Evaluate	Networked PCs connected to the internet.
15	8.3 Explain E-mail	- Explain the concept of e-mail address. - Describe the processes of acquiring an e-mail address. - Describe the process of sending and receiving an e-mail.	White Board. PC loaded with power point and internet browser and connected to OHP	8.3 Compose and send E-mail messages	Demonstrate how to compose and send E-mail.	Networked PCs connected to the internet.

PROGRAMME: NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY		
COURSE: Multimedia Foundation Concepts	CODE: MMP 112	**CREDIT HOURS: 4**
DURATION: 2 Years	**Pre-requisite:**	**THEORY: 8**0%
SEMESTER: 1ST Semester		**PRACTICAL: 20**%

Goal: This course is designed to enable the student understand the concepts, tools, techniques and methods of working in print and publishing, websites development and various multimedia jobs

General Objective:

1.0   Understand the concept of Multimedia

2.0   Know how to create prints items

3.0   Know how to explore image editing application

4.0   Understand the enhancement of Visuals

5.0   Understand the creation animation sequences

6.0   Know how to create a simple Web page

7.0   Know how to package the Portfolio

8.0   Know multimedia presentations

PROGRAMME: NATIONAL INNOVATIVE DIPLOMA IN MULTIMEDIA TECHNOLOGY

COURSE: Multimedia Foundation Concepts	COURSE CODE: MMP 112	CONTACT HOURS:

GOAL:

COURSE SPECIFICATION: Theory: 20%			Practical Contents: 80%		
General Objective: 1.0 Understand the concept of Multimedia					
WEEK / **Specific Learning Objective**	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
1 1.1 Identify multimedia technologies 1.2 List multimedia file formats 1.3 Describe compression techniques 1.4 Describe video conferencing	- Explain multimedia uses and application	- Multimedia Studio - Visual Communication Industries	1.1 Identify multimedia architecture 1.2 Operate video conferencing 1.2 Perform compression techniques 1.4 Apply multimedia file formats	- Demonstrate single and multi-user architecture - Demonstrate video over a LAN - Demonstrate video camera technology - Demonstrate multimedia file formats (MPEG, MP$_3$, UPEG, etc) - Evaluate	- Multimedia Studio - Visual Communication Industries
Week 	**General Objective: 2.0 Know how to create print items**				
2 2.1 Format texts and graphics 2.2 Apply styles and effects to objects 2.3 Identify changes of objects 2.4 Differentiate between cut and copy of objects	- Revise Formatting in Microsoft office - Explain formatting	- Multimedia Studio - Visual Communications Industries	2.1 Select good margins 2..2 Change object size and colours 2.3 Apply styles and effects to objects 2.4 Copy formats 2.5 Clear formats 2.6 Find and replace formatting	- demonstrate formatting - Illustrate page set up - Evaluate	- Multimedia Studio - Visual Communications Industries

	General Objective: 3.0 Know how to explore image editing application					
WEEK	**Specific Learning Objective**	**Teachers Activities**	**Learning Resources**	**Specific Learning Objective**	**Teachers Activities**	**Learning Resources**
3 – 4	3.1 Identify Multimedia Applications 3.2 Explore the internet 3.3 Produce movie from pictures 3.4 Identify shockwave on the web	- Explain various multimedia applications - Explain the internet	- Multimedia Studio - Visual Communications Industries	3.1 Practice a multimedia application, i.e. adobe photoshop 3.2 Produce video files and animation for the web 3.3 Explore the internet 3.4 Demonstrate internet application	- Demonstrate photoshop environment - Demonstrate sound recorder - Demonstrate video editing and animation for web. Demonstrate the concept of the internet Demonstrate the concept and applications of the internet world), e-mail, news group, search engines, messaging, etc. - Evaluate	- Multimedia Studio - Visual Communications Industries

WEEK	Specific Learning Objective	Instructors Activities	Learning Resources	Specific Learning Objective	Instructors Activities	Learning Resources
General Objective: 4.0 Understand the enhancement of Visuals						
5	4.1 Plan Video projects 4.2 Analyze Video projects 4.3 Produce shockwaves 4.4 Select sound for the visuals	- Plan template - Explain video editing - Prepare a sound evaluation plan	- Multimedia Studio - Visual Communications Industries	4.1 Produce plan templates 4.2 Create screen design 4.3 Edit sheets	- Discuss plan templates - Demonstrate screen design and editing - Evaluate	- Multimedia Studio - Visual Communications Industries

WEEK	Specific Learning Objective	Teachers Activities	Learning Resources	Specific Learning Objective	Teachers Activities	Learning Resources
General Objective: 5.0 Understand the creation of animation sequences						
6	5.1 Identify Animation 5.2 Produce animation 5.3 Apply animation 5.4 List types of animations	- Explain Animation	- Multimedia Studio - Visual Communications Industries	5.1 Create 2D modeling and Animation 5.2 Design 3D modeling and Animation	- Demonstrate 2D modeling and Animation - Demonstrate 3D modeling and Animation - Evaluate	- Multimedia Studio - Visual Communications Industries; like film Studios, animation houses corporate websites, advertising agencies

General Objective: 6.0 Create a simple Web Page					
WEEK	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
6	6.1 Identify website-design fundamentals 6.2 Define HTML 6.3 Apply frontpage dream weaver 6.4 Select images from coreldraw	- Explain website design application (HTML) - Explain website design application (frontpage dream weaver)	- Multimedia Studio - Visual Communications Industries	6.1 Design simple web pages using web applications (HTML) 6.2 Design simple web pages using web applications (frontpages, etc.) 6.3 Import image and video files	- Demonstrate the design of web pages - Demonstrate Imports/exports - Demonstrate links - Demonstrate forms - Evaluate	- Multimedia Studio - Visual Communication Industries
General Objective: 7.0 Know how to Package the portfolio					
WEEK	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
7	1.1 Identify package concepts 1.2 Apply package concepts 1.3 Produce a portfolio package	- Explain various package techniques	- Multimedia Studio - Visual Communication Industries	7.1 Produce a portfolio package	- Demonstrate packaging a portfolio on storage media - Evaluate	- Multimedia Studio - Visual Communication Industries
General Objective: 8.0 Know Multimedia presentations					
WEEK	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
8	8.1 Apply applications for presenting information 8.2 Identify slides in powerpoint 8.3 Produce slide shows 8.4 View images	- Explain applications for presenting information in a multimedia format	Multimedia Studio Visual Communications Industries	9.1 Practice Microsoft power point 9.2 Practice importing and exporting	- Demonstrate importing and exporting directly and indirectly - Demonstrate creating a	Multimedia Studio Visual Communication Industries

				presentation in power point - Illustrate creating and modifying graphic objects in power point - Illustrate, creating, viewing and managing power point slides - Illustrate slide shows - Evaluate	

PROGRAMME: NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY		
COURSE: Digital Print and Publishing	CODE: MMP 113	**CREDIT HOURS: 10**
DURATION: 2 Years	**Pre-requisite:**	**THEORY: 80**%
SEMESTER: 1ST Semester		**PRACTICAL: 20**%

COURSE: This course is designed to develop the students ability to convert designs to finished products

General Objective:

1.0 Know the basic application packages and its versions

2.0 Understand terms and concepts used in, layout and design, Image creation, typography, grids Color Types of printing

3.0 Understand page layouts from a sketch for products like stationery, posters, books, brochures, newsletters/dailies

4.0 Know touching up and editing of visuals

5.0 Understand pre-press tasks like, creating camera-ready artworks, using imposition, creating dummies, Creating files for printing.

6.0 Understand digital image technology

PROGRAMME: NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY					
COURSE: **Digital Print and Publishing**		COURSE CODE: MMP 113		CONTACT HOURS: 10	
GOAL: **This course is designed to develop the student's ability to convert designs to finished products**					
COURSE SPECIFICATION: Theoretical Contents: 20%			Practical Contents: 80%		
General Objective : 1.0 Know the basic application packages and its versions			General Objective:		
WEEK	Specific Learning Objective	Instructors Activities	Learning Resources	Specific Learning Objective	Instructors Activities	Learning Resources
1	1.1 Identify the packages needed 1.2 Apply n f the packages 1.3 Produce multimedia applications with the package	- Explain with clarity the versions, definitions of packages and its versions i.e. CorelDraw, Publisher, Page Maker/Microsoft Word, etc.	Writing Board and Materials Multimedia Studio	1.1 Identify with clarity the versions, definitions of packages and its versions with sketches i.e. CorelDraw, Publisher, Page Maker, Microsoft Word, etc.	- Demonstrate with clarity the versions of various packages i.e. CorelDraw, Publisher, Page Maker, and Microsoft Word, etc. - Evaluate	Writing Board; Multimedia Studio
	General Objective: 2.0 Understand terms and concepts used in layout and designs: image creation , etc					
WEEK	Specific Learning Objective	Instructors Activities	Learning Resources	Specific Learning Objective	Instructors Activities	Learning Resources
2-3	2.1 Identify terms and concepts used in layout and design 2.2 Produce layout and designs 2.3 Describe layout and the designs	- Explain terms and concepts - Explain a layout and design format	- Multimedia Studio - Visual Communications industries	2.1 Implement terms and concepts in layout and design. 2.2 Create layout and designs	- Explain terms and concepts in layout and design - Demonstrate layout and designs	- Multimedia Studio - Visual Communications Industries

	2.4 Identify color theory	Explain color theory	- Multimedia studio - Visual Communications Industries	2.3 Communicate in colors 2.4 Identify basic colors 2.5 Identify color systems 2.6 Identify contrast and dominance 2.7 Identify color combination 2.8 Identify proportion and intensity 2.9 Identify shades and tints	- Demonstrate color effects - Evaluate	- Multimedia studio - Visual Communications Industries
	General Objective : 3.0 Understand page layouts from a sketch for products like stationery, posters, books, etc			**General Objective**:		
WEEK	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
4	3.1 Identify page layouts from a sketch for products like Stationery, Posters, Books Brochures, Newsletters, Dailies 3.2 Apply page layouts 3.3 Produce page layouts	- Explain page layouts	- Multimedia Studio - Visual Communications Industries	Create page layouts from sketches Produce page layouts	- Demonstrate page layouts - Demonstrate how to create page layout - Evaluate	- Multimedia Studio - Visual Communications Industries

	General Objective: 4.0 Know touching up and editing of visuals					
WEEK	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
5	4.1 Identify visuals 4.2 Apply visuals to sound 4.3 Move visuals 4.4 Select visuals for motion	- Explain how to change and edit visuals	- Multimedia Studio - Visual Communication industries	4.1 Change visuals 4..2 Edit visuals	- Demonstrate how to: 1. Change visuals 2. Edit visuals - Evaluate	- Multimedia Studio - Visual Communication Industries
	General Objective: 5.0 Take Pre-press tasks like creating camera-ready artworks					
WEEK	**Specific Learning Objective**	**Teachers Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
6 – 7	5.1 Identify pre-press tasks 5.2 Perform the respective application 5.3 Perform Page Setup: - Apply page orientation, such as landscape and portrait - Select paper size, such as A4, A3, etc.	- Explain pre-press tasks	- Multimedia Studio - Visual Communications Industries	5.1 Know pre-press tasks 5.2 Create camera using imposition 5.3 Create dummies 5.4 Create files for printing	- Demonstrate pre-press tasks - Demonstrate artworks - Demonstrate how to create dummies - Demonstrate creation of files for printing - Evaluate	- Multimedia Studio - Visual Communications Industries

	General Objective: 6.0 Understand digital image technology					
WEEK	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
8 - 12	6.1 Identify historical background and other forms of Digital Imaging 6.2 Identify the techniques in Digital Imaging in the 21st century 6.3 Compare Digital Imaging technology output with other forms of printing	- Explain historical background and other forms of Digital Imaging - Explain the techniques in Digital Imaging in the 21st century - Explain the comparison between Digital Imaging technology output and other forms of printing	- -	5.1 State the historical background and other forms of Digital Imaging 5.2 State the techniques in Digital Imaging in the 21st century 5.3 Identify the difference between Digital Imaging technology output and other forms of printing	- Illustrate with relevant reference the historical background and other forms of Digital Imaging - Illustrate with example techniques in Digital Imaging - Demonstrate with clarity the difference between Digital Imaging output and other forms of printing - Evaluate	

PROGRAMME: NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY		
COURSE: : Introduction To Entrepreneurship	CODE: **BAM 126**	**CREDIT HOURS: 3**
DURATION: 2 Years	**Pre-requisite:**	**THEORY: 33**%
SEMESTER: 2nd Semester		**PRACTICAL: 67**%

Course Main Aim/Goal

This course is designed to create general entrepreneurship awareness in the student with a view to inculcating in him the spirit of self-reliance

General Objectives:

At the end of this module, the student should be able to:

1.0 .Understand the basic concept of entrepreneurship

2.0 Understand the roles of entrepreneurship in personal and national growth and development

3.0 Know how to set business goals

4.0 Know how to identify business opportunities

5.0 Know how to draw simple business plans.

PROGRAMME: NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY					
COURSE: : Introduction To Entrepreneurship			**CODE: BAM 126**	**CREDIT HOURS: 3**	
DURATION: 2 Years			**Pre-requisite:**	**THEORY: 33%**	
SEMESTER: 2nd Semester				**PRACTICAL: 67%**	

Week	**General Objective 1: . Understand the basic concept of Entrepreneurship**					
	Specific Learning Outcomes	**Teacher's Activities**	**Resources**	**Specific Learning Outcomes**	**Teacher's Activities**	**Resources**
1	1.1 Explain the terms: - Entrepreneurship - Entrepreneur - Enterprise - Self Employment - Wage Employment 1.2 Compare: - Wage Employment and Entrepreneurship - Self Employment and Entrepreneurship 1.3 Identify the facilities and opportunities available for self employment.	Explain the terms related to entrepreneurship. i. Compare wage employment and self employment with entrepreneurship. ii. Identify opportunities for self employment iii. State the role of entrepreneurship in wealth creation.	Textbooks	1.1 Identify the facilities and opportunities available for self employment. 1.2 Identify successful entrepreneurs in Nigeria 1.3 Evaluate the role of entrepreneurship in wealth creation.	Guide students to research and identify criteria for a successful entrepreneur – Establish competitive groups. Students to make formal presentations of their findings - Evaluate	Guest Speakers on the role and importance of entrepreneurs' Internet and relevant web sites Guest speakers from successful businesses

	1.4 Identify successful entrepreneurs in Nigeria 1.5 Evaluate the role of entrepreneurship in wealth creation.	iv. Give assignment v. Organize a visit to an entrepreneur's organization.				
Week	**General Objective 2: Understand the roles of entrepreneurship in personal and national growth and development**					

	2.1 Explain how entrepreneurship leads to the creation of:
	   i. Self confidence
	   ii. Self Expression
	   iii. Wage Employment for others
	   iv. Self Employment
	2.2 State resources and constraints of entrepreneurship.
	2.3 State how entrepreneurship leads to import substitution and utilization of local resources.
	2.4 State how entrepreneurship leads to equitable distribution of industries.
	2.5 State the spirit of Achievement Motivation Test (A.M.T.)
		- Explain the role of entrepreneurship to national development.
		- Explain resources and constraints of entrepreneurship.
		- Explain the spirit of Achievement Motivation Test (AMT).
			Textbooks	2.1 State the role of computer and information technology in entrepreneurship	**- Explain with the aid of a computer and application packages:-**
					E-mail
					Internet, website
					- Create:
					Spreadsheet
					Invoice
					Purchase order etc.
					
					- **Students to examine web based organisations and the importance of information technology**
					- **Evaluate**
						Computer and accessories
						
						Internet and relevant web sites
						
						Dbase
						
						Internet facility

Week	General Objective 3: Know how to set business goals					
3	1.1 Evaluate strengths, weaknesses opportunities and threat (SWOT Analysis). 1.2 State the personal characteristics of an entrepreneur. 1.3 State the Entrepreneurial Tasks: i. Leadership ii. Decision-making iii. Business Planning iv. Time Management v. Self Management	- Explain SWOT analysis and relate it to the organization visited. - Explain characteristics of an entrepreneur. - Explain the entrepreneurial tasks. - Conduct Test	) Textbooks		- Demonstrate, using appropriate application package: - Business planning Time Management etc. - Set up student groups with an initial starting capital of £10,000 and the task of setting up a small business enterprise. Set business goals	Computer and accessories Internet and relevant web sites Text Books On-Going Project

Week	General Objective 4 Know how to identify business opportunities					
4	4.1 Define business opportunity. 4.2 Identify the process of product/service selection. 4.3 State the process of exploring opportunities	- Explain business opportunities and process of exploring them. - Explain the process of product/service selection	Textbooks	4.1 State the process of exploring opportunities	- Demonstrate using appropriate application package. - Product selection product tracking order tracking - Use the on-going business project to encourage students to identify business opportunities	Computer and accessories Dbase Text Book Internet and relevant web sites
Week	**General Objective 5: Know how to draw simple business plans**					
5	5.1 Define the concept of business plan. 5.2 Prepare preliminary project proposals 5.3 Prepare a detailed business plan. 5.4 Conduct a modest business plan on a selected venture (The written business plan should be assessed as part of the continuous assessment).	- Explain the concept of business plan and project proposal. - Guide students in preparing a modest business plan. Give final presentation	Textbooks	5.1 Process a preliminary project proposal. 5.2 Process a detailed business plan.	- Guide students in preparing preliminary project.: On going Business Project to complete a Business Plan and to present it to a panel of successful entrepreneurs. Sales forecasting Business plan Time sheet analysis Employee tracking	Computer complete with accessories and: Dbase Internet connection Text book

				5.3 Conduct a modest business plan on a selected venture	Loan Amortization etc. Explore internet for: Company profile Product catalogue Product information URL Management	Internet and relevant web sites

PROGRAMME: NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY		
COURSE: Art History II	**CODE: ART 121**	**CREDIT HRS: 4**
DURATION: 2 Years	**Pre-requisite:**	**THEORY:** 50%
SEMESTER: 2nd Semester		**PRACTICAL: 50%**

COURSE MAIN AIM/GOAL: This course is designed to acquaint the student with the characteristics and influence of Western Arts on Nigerian Arts

General Objective:

On completion of this course, the student should be able to:

1.0   Know the main characteristics of Egyptian Art

2.0   Understand the main characteristics of the Greek and Roman Arts Traditions.

3.0   Know the socio-economic contributions of art during the Renaissance.

4.0   Understand the 19th Century main art movements.

5.0   Know the main movement in the 20th Century art.

6.0   Understand art in the wake of Science and Technology

7.0   Appreciate digital arts

PROGRAMME: NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY					
COURSE: Art History II		COURSE CODE: ART 121		CONTACT HOURS: 4 Hours	
GOAL: This course is designed to acquaint the student with the characteristics and influence of Western Arts on Nigerian Arts					
COURSE SPECIFICATION: Theoretical Contents: 80%			Practical Contents: 20%		
	General Objective: 1.0 Know the main characteristics of Egyptian Art.				
WEEK	Specific Learning Objective	Instructors Activities	Learning Resources	Specific Learning Objective	Instructors Activities	Learning Resources
1.	1.1 Define Egyptian/Aegean Art 1.2 Describe the characteristics of Egyptian style/painting 1.3 Compare Egyptian Art and Nigerian Art. 1.4 Identify the contribution of some Egyptian kings to the development of Egyptian art. 1.4 Make a comparative analysis of the Aegean and Egyptian Art traditions	- Explain Egyptian Art - Explain Aegean - Explain Nigerian art	- Painting clips - Works of arts - Multimedia studio - Visual communication tools	1.1 Identify the history of art in various civilizations -	- Review the history of art under various civilizations - Evaluate	- Printing clips and Works of Art - Multimedia studio - Visual communication tools

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Week	General Objective: 2.0 Understand the main characteristics of the Greek and Roman Arts Traditions.					
	Specific Learning Objective	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
2.	2.1 Identify the factors which led to the development of both art traditions. 2.2 Describe the development stages of Greek Art Geometric/Archaic periods. 2.3 Describe the developmental stages of Roman art. 2.4 Make comparative analysis of Greek and Roman Art traditions.	- Explain the contributions of Greek and Roman art traditions.	- Paintings clips - Works of art.	2.1 Identify the contributions of Greek and Roman art tradition	- Demonstrate the contributions of Greek and Roman civilization art in general - Evaluate	Printing clips and Works of Art

Week	General Objective: 3.0 Know the socio-economic contributions of art during the Renaissance.					
	Specific Learning Objective	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
3.	3.1 Define Renaissance 3.2 Name early renaissance artists 3.3 Compare 15th and 16th century artists – Leonado da Vinci, Raphael, Michelanelo, Corregio and their areas of contributions 3.4 Relate the contributions of the renaissance artists to the development of art	- Explain Renaissance - Discuss early Renaissance artists - Discuss with students, a comparison of 15th and 16th century artists - Explain the contributions Renaissance artists	**-** Painting, clips, Works of art.	3.1 State socio-economic contributions of art during renaissance	- Explain the socio-economic contributions of art during renaissance	Printing, clips, and Works of Art
	General Objective: 4.0 Understand the 19th Century main art movements.					
WEEK	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
4.	4.1 Define Romanticism. 4.2 Outline the main characteristics of Realism and Impressionism 4.3 Appraise Post Impressionism. 4.4 Determine the effects of the movements	-Explain the 19th century main art movements.	- Painting clips - Works of arts, - Photographs, etc	4.1 Identify the 19th century main art movement	- Review the 19th century main art movement - Evaluate	- Painting clips - Works of arts, - Photographs

WEEK	General Objective: 5.0 Know the main movement in the 20th Century art.					
	Specific Learning Objective	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
5	5.1 Outline the characteristic of Cubism, Dadaism and Surrealism. 5.2 Explain the work of the 20th century artists- Pablo Piccasso, Rodin, Van Gogh, Ganguin, Henry Matisse. 5.3 Evaluate the transition from impressionism to Expressionism. 5.4 Relate these movements to contemporary art.	- Explain the main movements in the 20th century art	- Painting clips - Works of arts, - Photographs, etc	5.1 Identify the main movements in the 20th century art	- Review the main movements in the 20th century art - Evaluate	- Multimedia Studio - Visual Communication Industries - Painting clips - Works of arts, - Photographs

Week	General Objective: 6.0 Understand art in the wake of Science and Technology					
	Specific Learning Objective	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
6	6.1 Identify art in the 21st century 6.2 Identify works of art in the 21st century 6.3 State impact of arts in the wake of science and technology	- Explain art in the 21st century - Explain works of art in the 21st century - Explain the impact of arts in the wake of Science and Technology	- Painting clips - Works of arts, - Photographs, etc	6.1 Identify art in the 21st century	- Review art in the 21st century	- Multimedia Studio - Visual Communication Tools - Painting clips - Works of arts, - Photographs
	General Objective: 7.0 Appreciate Digital Art					
Week	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
7 - 11	7.1 Define digital art 7.2 Apply digital design	- Explain the basics of digital art - Explain core art and media program - Explain Identify and bending - Explain interactive art and design - Explain digital video art	- Multimedia Studio - Visual Communication Tools	7.1 Identify digital art under the following areas: 1. Design 2. Techniques 3. Critical 7.2 Identify core art and media programs 7.3 Identify the core areas of digital design and how to apply them	- Classify digital art into: a) Design b) Techniques c) Critical - Evaluate - Demonstrate the use of core art and design program - Review the core area of digital design - Evaluate	- Multimedia Studio - Visual Communication Tools -

	7.3 Identify digital techniques	- Explain site specific design - Explain digital techniques such as www programming, interactive media, field production and editing, multimedia authoring tools, etc.		7.4 Identify the various digital techniques	- Demonstrate the various digital techniques	

7.4 Identify critical approach to digital art	- Explain critical approach to digital art	7.5 Identify critical approach to digital art	- Demonstrate critical approach to digital art
7.5 Identify religion and contemporary media	- Explain religion and contemporary media	7.6 Identify religion and contemporary media	- Review Religion and contemporary media
7.6 List recent innovations in mass communication	- Explain the innovations in mass communication	7.7 Identify innovations in Mass communication	- Demonstrate the innovation in mass communication
7.7 Outline the scope of telecommunications and internet economics	- Explain telecommunication and internet economics	7.8 Outline the scope of telecommunications and internet economics	- Demonstrate telecommunication and internet economics - Evaluate

PROGRAMME: NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY		
COURSE: **Critical Thinking**	**CODE: MMP 121**	**CREDIT HOURS: 3**
DURATION: 2 Years	**Pre-requisite:**	**THEORY: 70%**
SEMESTER: 2nd Semester		**PRACTICAL: 30%**

COURSE MAIN AIM/GOAL: The module is designed to improve the thinking skills of the students and prepare them to succeed in the field of multimedia

General Objectives:

1.0   Understand the concept and skills of critical thinking

2.0   Understand the relationship of critical thinking to science

3.0   Understand problem solving

4.0   Understand mathematical problems with critical thinking

5.0   Understand barriers to critical thinking

6.0   Know how to use critical thinking in the organisation

PROGRAMME:	NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY					
COURSE: Critical Thinking				**CODE: MMP 121**	**CONTACT HOURS: 3**	
GOAL: TO IMPROVE THE THINKING SKILLS OF THE STUDENTS AND PREPARE THEM TO SUCCEED IN THE FIELD OF MULTIMEDIA						
COURSE SPECIFICATION: THEORETICAL CONTENT: 70%				**PRACTICAL CONTENT: 30%**		
	General Objectives: 1.0 Understand the concept and skills oof critical thinking					
Week	**Specific Learning Outcomes**	**Instructor's activities**	**Learning Resources**	**Specific Learning Outcomes**	**Instructor's activities**	**Learning Resources**
1 – 2	1.1 Define critical thinking 1.2 State the concept of critical thinking 1.3 Identify critical thinking skills 1.4 State the uses of the skills in multimedia	- Explain critical thinking - Explain the concept of critical thinking - Skills – reflection, self regulation, influence, etc. - Explain the uses of such skills in multimedia	- Rorschach Test - Tachistoscope - Slide Projector and Screen	1.1 Identify critical thinking 1.2 State the concept of critical thinking 1.3 Develop critical thinking skills 1.4 State the uses of the skills in multimedia	- Review critical thinking - Demonstrate critical thinking skills e.g. reflection, self regulation, inference, interpretation, explanation, etc. - Explain the uses of such skills in multimedia using examples - Evaluate	- Rorschach Test - Tachistoscope - Slide Projector And Screen

Week	General Objective: 2.0 **Understand the relationship of critical thinking to science**					
	Specific Learning Outcomes	**Instructor's activities**	**Learning Resources**	**Specific Learning Outcomes**	**Instructor's activities**	**Learning Resources**
3 - 4	2.1 Define the relationship of critical thinking to science 2.2 State the effects of critical thinking to science 2.3 Identify formal critical thinking programs	- Explain the relationship of critical thinking to science - Explain the effects of critical thinking to science - Explain the use of critical thinking programs	- Rorschach Test - Tachistoscope - Slide Projector and Screen	2.1 Identify the relationship of critical thinking to science 2.2 State the effects of critical thinking to science 2.3 Identify formal critical programs such as CORT	- Demonstrate the role of critical thinking to science - Explain the effects of critical thinking to science, using examples - Demonstrate the use of formal critical thinking programs such as CORT - Evaluate	- Rorschach Test - Tachistoscope - Slide Projector And Screen

Week	General Objective: 3.0 Understand problem solving					
	Specific Learning Outcomes	**Instructor's activities**	**Learning Resources**	**Specific Learning Outcomes**	**Instructor's activities**	**Learning Resources**
5	3.1 Identify problem solving skills 3.2 Identify professional problems 3.3 Identify personal problems 3.4 Identify civic problems	- Explain professional problem - Explain personal problem - Explain civic problem	- RORSCHACH TEST - TACHISTOSCOPE - SLIDE PROJECTOR AND SCREEN	3.1 Develop problem solving skills i.e. problem orientation, problem definition, decision making, etc. 3.2 Identify professional problems 3.3 Identify personal problems 3.4 Identify Civic problems	- Demonstrate problem solving skills - Review professional problems - Review personal problems - Review Civic problems - Evaluate	- RORSCHACH TEST - TACHISTOSCO PE - SLIDE PROJECTOR AND SCREEN
Week	**General Objectives: 4.0 Understand Mathematical Problems with Critical Thinking**					
6 - 8	4.1 State the relationship of critical thinking and mathematics 4.2 Solve basic mathematical problems 4.3 Apply mathematics in solving multimedia problems	- Explain the relationship of critical thinking and mathematics - Explain basic mathematical problems - Explain how mathematics can be used in solving multimedia problems	- Rorschach Test - Tachistoscope - Slide Projector and Screen	4..1 State the relationship of critical thinking and mathematics 4.2 Solve basic mathematical problems e.g. basic elements of: - Algebra - Calculus - Logic - Set theory - Celsius temperature to Fahrenheit temperature, etc. - Use mathematics in solving multimedia problems	- Explain the relationship of critical thinking and mathematics - Explain with examples some basic problems in mathematics as in 4.2 - Guide students in solving mathematical problems in the multimedia organization	- RORSCHAC H TEST - TACHISTOSC OPE - SLIDE PROJECTOR AND SCREEN

Week	General Objective: 5.0 Understand barriers to critical thinking					
9	5.1 Identify the barriers to critical thinking, e.g. perceptions, poor reading, etc. 5.2 State the implications of such barriers 5.3 State an ideal situation devoid of barriers	- Explain the barriers to critical thinking - Explain the implications - Explain an ideal situation devoid of barriers	- RORSCHACH TEST - TACHISTOSCOPE - SLIDE PROJECTOR AND SCREEN	5.1 Identify the barriers to critical thinking such as perception, poor reading/ listening skills, lack of information, superstition, fear of change, etc	- Demonstrate the barriers to critical thinking - Explain the implications giving examples - Give examples of an ideal situation	- RORSCHACH TEST - TACHISTOSCOPE - SLIDE PROJECTOR AND SCREEN
Week	General Objective: 6.0 Know how to use critical thinking in the organisation					
10 - 11	6.1 Identify problems 6.2 Analyse problems using critical thinking 6.3 Proffer solutions using critical thinking	- Give students practical exercises on critical thinking and lead them to a solution	- RORSCHACH TEST - TACHISTOSCOPE - SLIDE PROJECTOR AND SCREEN	6.1 Identify problems 6.2 Analyse problems using critical thinking 6.3 Proffer solutions using critical thinking	- Review the practical exercises given to students - Give students practical exercises and use a step by step method to a solution	- RORSCHACH TEST - TACHISTOSCOPE - SLIDE PROJECTOR AND SCREEN

PROGRAMME: NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY			
COURSE: Multimedia Techniques		**CODE: MMP 122**	**CREDIT HOURS: 11**
DURATION: 2 Years		**Pre-requisite:**	**THEORY: 80%**
SEMESTER: 2nd Semester			**PRACTICAL: 20%**

General Objective:

1.0 Understand the general overview of a network

2.0 Understand analysis document

3.0 Know how to create storyboard for interactive presentation

4.0 Know how to create an video log and edit video footage

5.0 Understand graphical user interface

6.0 Know how to Integrate media with lingo programme

7.0 Know how to record and edit sound for presentation

8.0 Understand interactive shockwave games

9.0 Know how to create animation for the presentation

PROGRAMME: NATIONAL INNOVATIVE DIPLOMA IN DIGITAL MULTIMEDIA DESIGN						
COURSE: Multimedia Techniques			**COURSE CODE**: MMP **122**		**CONTACT HOURS**: 11	
GOAL: This module is designed to upgrade students with digital age skill like 2D animation, 3D text, video editing, etc						
COURSE SPECIFICATION:				**Practical Contents**: 80%		
	General Objective: 1.0 **Understand the general overview of a Network**					
WEEK	**Specific Learning Objective**	**Instructor's Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructor's Activities**	**Learning Resources**
1	1.1 Explain the following terms: - Network - LAN - MAN - WAN - Client - Server 1.2 Identify the types of Network 1.3 Identify IP addresses 1.4 Identify Networks protocols and topology	- Explain the advantages of a Network - Explain the difference between LAN, MAN, WAN. - Explain point to point, peer to peer, server based types of network - Explain the classes of IP addresses - Explain TCP/IP NETBEUI - Explain lonear bus, star, ring topologies	Marker and Board OHP, PC	1.1 Plan and create a Network diagram based on LAN 1.2 Plan and create a Network diagram based on WAN 1.3 Use IP addresses in a LAN, MAN, WAN 1.4 Use protocols in a LAN, MAN, WAN 1.5 Draw network diagrams to indicate topologies	- Demonstrate the use of cables connectors in a LAN, MAN, WAN - Demonstrate assigning IP addresses on a LAN, MAN, WAN - Demonstrate how to configure protocols in the various types of Network - Evaluate	LAN cables (Cat 5) Operating system software PC

	General Objective: 2.0 Understand analysis document					
	Specific Learning Objective	**Instructor's Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructor's Activities**	**Learning Resources**
2.	2.1 Identify analysis Documents 2.2 Select analysis documents 2.3 Prepare analysis documents 2.4 Produce analysis documents	- Explain analysis documents	- Multimedia Studio - Visual Communications Industries	2.1 Work with analysis documents 2.2 Select analysis documents 2.3 Prepare analysis documents	- Explain analysis documents - Demonstrate analysis documents - Evaluate	- Multimedia - Visual Communications Industries

	General Objective: 3.0 Know how to create storyboards for interactive presentation					
WEEK	**Specific Learning Objective**	**Instructor's Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructor's Activities**	**Learning Resources**
3.	3.1 Identify storyboards for interactive presentations 3.2 Select where to create storyboard 3.3 Produce storyboards	- Explain how to create storyboards	- Multimedia Studio - Visual Communications Industries	3.1 Select where to create storyboard. 3.2 Specify use of storyboards	- Demonstrate how to create storyboards - Evaluate	- Multimedia Studio - Visual Communications Industries

	General Objective:4.0 Know how to create a Video log and edit video footage					
WEEK	**Specific Learning Objective**	**Instructor's Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructor's Activities**	**Learning Resources**
4	4.1 Identify video log and edit video footage 4.2 Select video log 4.3 Prepare video footage 4.4 Produce video log	- Explain how to create a video log and edit video footage	- Multimedia Studio - Visual Communications Industries	4.1 Create video log 4.2 Edit video footage	- Demonstrate how to create an video log and edit video Footage - Explain how to edit Video footage - Evaluate	- Multimedia Studio - Visual Communications Industries

General Objective: 5.0 Understand graphical user interface						
WEEK	**Specific Learning Objective**	**Instructor's Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructor's Activities**	**Learning Resources**
5.	5.1 Identify graphical user interface 5.2 Select graphical user 5.3 Prepare graphical user interface	- Explain how to develop graphical user interface	- Multimedia Studio - Visual Communications Industries	5.1 Develop graphical user interfaces	- Demonstrate how to develop graphical user interface - Evaluate	- Multimedia Studio - Visual Communications Industries
General Objective: 6.0 Know how to Integrate Media with lingo programme						
WEEK	**Specific Learning Objective**	**Teachers Activities**	**Learning Resources**	**Specific Learning Objective**	**Teachers Activities**	**Learning Resources**
6	6.1 Identify Multimedia with lingo programme 6.2 Integrate Multimedia with lingo programme 6.3 Write lingo scripts 6.4 Produce the multimedia objects	- Explain how to integrate media with lingo programme	- Multimedia Studio - Visual Communications Industries	6.1 Know how to integrated media with lingo programme 6.2 Integrate media with lingo programme	- Demonstrate how to integrate media with lingo programme. - Evaluate	- Multimedia Studio - Visual Communications Industries

	General Objective: 7.0 Know how to record and edit sound for presentation					
WEEK	**Specific Learning Objective**	**Instructor's Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructor's Activities**	**Learning Resources**
7	7.1 Identify sounds for presentation 7.2 Edit sounds for presentation 7.3 Select recorded sounds for presentation 7.4 Produce sound for presentation	- Explain how to record and edit sounds for presentation	- Multimedia Studio - Visual Communications Industries	7.1 Record sounds for presentation 7.2 Edit sounds for presentation	- Demonstrate how to record and edit sound for presentations - Evaluate	- Multimedia Studio - Visual Communications Industries
	General Objective: 8.0 Understand interactive shockwave games					
WEEK	**Specific Learning Objective**	**Instructor's Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructor's Activities**	**Learning Resources**
8	8.1 Identify interactive shockwave games 8.2 Write scripts for shockwave games 8.3 Move scripts to form video 8.4 Produce shockwave games on the web.	- Explain how to develop interactive shockwave games	- Multimedia Studio - Visual Communications Industries	8.1 Develop interactive shockwave games 8.2 Produce interactive shockwave games	- Demonstrate how to develop interactive shockwave games. - Evaluate	- Multimedia Studio - Visual Communication Industries

WEEK	Specific Learning Objective	Instructor's Activities	Learning Resources	Specific Learning Objective	Instructor's Activities	Learning Resources
	General Objective: 9.0 Know how to create animation for the presentation					
9	9.1 Identify animation for presentation 9,2 Identify animations (2D and 3D) 9.3 Apply animations in industries music, films, communicating complex ideas, cutout, etc 9.4 Apply step by step method using photoshop and Adobe ImageReady 9.5 Produce animation for presentation	- Explain how to create animation for presentation	- Multimedia Studio - Visual Communications Industries	9.1 Create animation 9.2 Create animation for presentation	- Demonstrate how to create animation for presentation - Evaluate	- Multimedia Studio - Visual Communications Industries

PROGRAMME: NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY		
COURSE: Introduction to Web Design and Authoring	CODE: MMP 123	CREDIT HOURS: 11
DURATION: 2 Years	Pre-requisite:	THEORY: 80%
SEMESTER: 2nd Semester		PRACTICAL: 20%

COURSE: This course will enable the student to create simple web pages using HTML codes and other web application softwares.

General Objective:

1.0   Know simple Websites

2.0   Understand graphic elements

3.0   Understand Web animation

4.0   Know Interactive shockwave websites and applications

5.0   Know how to create websites using forms and active links

PROGRAMME: NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY					
COURSE: Introduction to Web Design and Authoring		**COURSE CODE**: MMP 123		**CONTACT HOURS**: 11	
GOAL: The module will enable students to create simple web pages using HTML codes and other web application softwares.					
COURSE SPECIFICATION:			**Practical Contents**:		
	General Objective: **1.0 Know simple websites**				
WEEK	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
1.	1.1 Describe simple website 1.2 Identify simple website 1.3 Create simple website	- Explain how to create simple websites	- Multimedia Studio - Visual Communication Industries	Create simple websites	- Demonstrate simple website creation - Evaluate	- Multimedia Studio - Visual Communication Industries
	General Objective : 2.0 Understand web graphic elements			**General Objective:**		
WEEK	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
2.	2.1 Describe web graphic 2.2 Identify web graphic 2.3 State uses of web graphic 2.4 List criteria 2.5 Create web graphic	- Explain how to create web graphics	- Multimedia Studio - Visual Communication industries	2.1 Create web graphics	- Demonstrate how to create web graphics - Evaluate	- Multimedia Studio - Visual Communications - industries

WEEK	Specific Learning Objective	Teachers Activities	Learning Resources	Specific Learning Objective	Teachers Activities	Learning Resources
General Objective: 3.0 Understand web animation						
3.	3.1 Identify web animation 3.2 Describe web animation 3.3 Create web animation 3.4 Use web animation 3.5 List the importance of web animation	- Explain how to create web animation	- Multimedia Studio - Visual Communications industries	3.1 Create web animation	- Demonstrate how to create web animation - Evaluate	- Multimedia - Studio - Visual Communications industries
General Objective : 4.0 Know interactive shockwave websites and applications						
WEEK	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
4 – 5	4.1 Identify interactive shockwaves websites and applications 4.2 Describe interactive shockwaves 4.3 Create interactive shockwaves 4.4 Apply interactive shockwaves to web sites	- Explain how to create interactive shockwave websites and applications	- Multimedia Studio - Visual Communications industries	4.1 Create interactive shockwave websites and applications	- Demonstrate how to create interactive shockwave websites and Applications - evaluate	- Multimedia Studio - Visual Communications industries

WEEK	Specific Learning Objective	Instructors Activities	Learning Resources	Specific Learning Objective	Instructors Activities	Learning Resources
	General Objective: 5.0 Know how to create websites using forms and active links					
6.	5.1 Identify websites with forms and active links 5.2 Create forms 5.3 Produce links for the forms 5.4 Apply the links and make them active	- Explain how to create websites with forms and active links	- Multimedia Studio - Visual Communications industries	- Create forms - Import files - Link forms	5.1 Discuss forms Creation, import and link files 5.2 Demonstrate 5.3 Evaluate	- Multimedia Studio - Visual Communications Industries

PROGRAMME: NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY		
COURSE: **Multimedia Management and Policy I**	**CODE:** MMP 124	**CREDIT HOURS: 4**
DURATION: 2 Years	**Pre-requisite:**	**THEORY: 70**%
SEMESTER: 2nd Semester		**PRACTICAL: 30**%

GOAL: This module is designed to expose and equip students with managerial skills needed to excel and to be conversant with the policies guiding the multimedia industry

General Objective:

1.0   Know the history of multimedia development

2.0   Understand basic management concepts

3.0   Appreciate the basics of human behaviour

4.0   Understand decisions planning for multimedia products

5.0   Know international policies on multimedia

6.0   Know the regulatory bodies for multimedia products in Nigeria

PROGRAMME: NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY

COURSE: Multimedia Management and Policy I	COURSE CODE: MMP 124	CONTACT HOURS: 4

GOAL: The course is designed to expose and equip students with managerial skills needed to excel and to be conversant with the policies guiding the multimedia industry

COURSE SPECIFICATION:				Practical Contents:		
	General Objective: **1.0 Know the history of multimedia development**					
WEEK	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
1	1.1 State the history of multimedia development 1.2 State the history of multimedia development in: - Britain - U.S.A. - Japan - South Africa - Nigeria	- Explain the history of multimedia development - Explain the history of multimedia development in the various countries		1.1 State the history of multimedia development 1.3 State the history of multimedia development in countries such as: - Britain - U.S.A. - Japan - South Africa - Nigeria	- Explain the history of multimedia development with examples - Explain the history of multimedia development in the various countries, with examples	
	General Objective: **2.0 Understand basic management concepts**					
2 – 3	2.1 Identify basic management concepts 2.2 Define management process and structure and how it can be applied in the environment	- Explain the basic concept of management theory and its application - Explain	- Multimedia studio - Visual communication industries	2.1 State the basic concept of management theory and their applications 2.2 State management process and structures and its application in the society	- Articulate basic concept of management and their applications - Explain management process and	- Multimedia studio - Visual communication industries

		management process and structures and its application in the society			structures and its application in the society - Illustrate - Evaluate	
General Objective: 3.0 **Appreciate the basics of human behaviour**						
4 - 5	3.1 Identify key terms of human behaviour, definition and behaviour development process 3.2 State the principles of personality development, learning process, human memory and emotions 3.3 Identify the psychological process of attitude formation and basis of management models in industries and organisations	- Explain key terms of human behaviour, definition and behaviour development process - Explain the principles of personality development, learning process, human memory and emotions - Explain the psychological process of attitude formation and basis of management models in industries and organisations	- Rorschach texts - Bio-feed back Tachis to scope - Slide projector and screen - Flip chart - Board	3.1 Identify the key term of human behaviour definition and behaviour development process 3.2 State the principles of personality development, learning process, human memory and emotions 3.3 Identify the psychological process of attitude formation and basics of management models in organizations and industries	- Explain with illustration the key terms of human behaviour, definition and behaviour development process - Explain with illustration the principles of personality development, learning process, human memory and emotions - Explain with illustration the process of attitude formation and basics of management models in organizations and industries	- Rorschach texts - Bio-feed back Tachis to scope - Slide projector and screen - Flip chart - Board

	General Objective: 4.0 Understand decisions planning for multimedia products					
6	4.1 Identify basic concepts in planning and decision making 4.2 Identify various multimedia products	- Explain basic concepts in planning and decision making - Explain the various multimedia products		4.1 Know the process of planning for decision making 4.2 Identify the various multimedia products	- Explain with illustration the process of planning for decision making - Explain with illustration various multimedia products - Evaluate	
	General Objective: 5.0 Know international policies on multimedia					
7 - 11	5.1 State historical policies of multimedia industries in: - USA - Britain - Japan - India - Ghana - Kenya - South Africa - Nigeria 5.2 Compare countries history and policies e.g.: - U.S.A. – Britain - Japan – India - Ghana – Kenya - South Africa - Nigeria	- Explain historical policies of multimedia industries - Explain the differences in the countries history and policies of the multimedia industry		5.1 State historical policies of multimedia industries in: - USA - Britain - Japan - India - Ghana - Kenya - South Africa - Nigeria 5.2 Compare the differences in the countries policies of the multimedia industry	- Explain historical policies of multimedia industries - Explain with examples the differences in the countries policies of the multimedia industry	

	General Objective: 6.0 Know the regulatory bodies for multimedia products in Nigeria					
12	6.1 State the history of multimedia development in Nigeria 6.2 Identify areas of multimedia application in Nigeria 6.3 Identify major multimedia houses in Nigeria 6.4 Identify regulatory bodies for multimedia products in Nigeria 6.5 State the regulations that govern multimedia practice in Nigeria 6.6 Compare multimedia regulations in Nigeria with that of the international community	- Explain history of multimedia development in Nigeria - Explain multimedia applications - Explain multimedia houses in Nigeria - Explain regulatory bodies for multimedia products - Explain regulations that govern multimedia practice - Explain the comparison between Nigeria and other international communities		6.1 Outline the history of multimedia development in Nigeria 6.2 Identify areas of multimedia application in: - Education - Health - Entertainment - Commerce - Agriculture, etc. 6.3 Identify major multimedia houses in Nigeria, e.g. Printing, media, etc. 6.4 Identify regulatory bodies for multimedia products in Nigeria, e.g. 6.5 State the regulations that govern multimedia practice in Nigeria 6.6 Compare multimedia regulations in Nigeria with that of the international community	- Explain history of multimedia development in Nigeria - Explain areas of multimedia applications, giving examples - Give examples of major multimedia houses in Nigeria - Give examples of regulatory bodies - Explain the regulations - Explain the comparisons in multimedia communities, giving examples	

PROGRAMME: NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY		
COURSE: Principles of Programming	CODE: MMP 1 25	CREDIT HOURS: 4
DURATION: 2 Years	Pre-requisite:	THEORY: 70%
SEMESTER: 2nd Semester		PRACTICAL: 30%

GOAL: This course is designed to acquaint students with the basic principles of programming.

General Objectives:

1.0   Understand the basis of programming

2.0   Understand the concept of algorithm and flow charting

3.0   Understand the principles of designing algorithms for common programming problems

4.0   Understand the general modular program design principles

5.0   Understand the procedure in solving programming problems

6.0   Understand the various levels of programming languages

7.0   Understand the concept of debugging and managing programs

8.0   Understand the good programming practices

9.0   Understand the concept of object oriented programming

PROGRAMME*:* NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY						
COURSE: **Principles Of Programming**				*COURSE CODE: MMP 125*	*CONTACT HOURS:*	
General Objective: **1.0** **Understand the basis of Programming**						
Week	**Specific Learning Objective**	**Instructor's activities**	**Resources**	**Specific Learning Outcomes**	**Instructor's activities**	**Resources**
1	1.1 Define a program 1.2 Identify the features of good program (Accuracy, maintenance, efficiency, reliability, etc). 1.3 Write simple programs 1.4 Produce output of the programs 1.5 Identify the syntax and semantics of the programming	- Define and explain program with concrete illustration. - Explain in details the various feature of a good program.	PC loaded with traditional languages such as Basic, Cobol, Fortran etc and OO languages Such as VB, OO-COBOL, OO-Pascal in a LAN	1.1 View some programming languages in computer	- To assist student view some programming languages in computer - Evaluate	PC loaded with traditional languages such as Basic, Cobol, Fortran etc and OO languages Such as VB, OO-COBOL, OO-Pascal in a LAN

Week	GENERAL OBJECTIVE 2: Understand The Concept Of Algorithms And Flowcharting					
2 – 4	2.1 Define algorithm on a general basic. 2.2 Define features of an algorithms (e.g. please, effective, finite) 2.3 Describe the methods of algorithm representation of English language, flowchart, pseudo code, decision table, etc. 2.4 Describe main ANSI flowcharts. 2.5 Draw flowcharts to implement some simple programming tasks	- Describe the concept of algorithm with its features. - Give concrete examples of algorithms. - Teach the various methods of oppressing algorithm with examples.	PC loaded with traditional languages such as Basic, Cobol, Fortran etc and OO languages Such as VB, OO-COBOL, OO-Pascal in a LAN	2.1 Draw flowcharts for simple programming problems.	- To assist students in drawing flowcharts for simple programming problems. - Evaluate	PC loaded with traditional languages such as Basic, Cobol, Fortran etc and OO languages Such as VB, OO-COBOL, OO-Pascal in a LAN

Week	General Objective 3: Understand The Principles Of Designing Algorithms For Common Programming Problem					
5 – 6	3.1 Design algorithm for problems involving. 3.2 Design sequence control structure 3.3 Explain selection control structure 3.4 Explain Iteration control structure	Show the Structure and how to develop simple programming problem involving each of basic control structure. Correct the algorithm developed by the students.	PC loaded with traditional languages such as Basic, Cobol, Fortran etc and OO languages Such as VB, OO-COBOL, OO-Pascal in a LAN	3.1 Write simple programs using different control structure	- To assist student in writing simple programs using different control structure - Evaluate	PC loaded with traditional languages such as Basic, Cobol, Fortran etc and OO languages Such as VB, OO-COBOL, OO-Pascal in a LAN
Week	General Objective 4: Understand General Modular Program Design Principles.					
7 – 8	4.1 Explain modular programming concept. 4.2 Explain top-down design technique. 4.3 Illustrate program design with program structure charts, hierarchical Network.	Discuss the concept and advantage of modular programming Discuss and illustrate with like programs e.g. payroll, student records, etc. Top-down design principles.	PC loaded with traditional languages such as Basic, Cobol, Fortran etc and OO languages Such as VB, OO-COBOL, OO-Pascal in a LAN	4.1 Design a program using top-down technique	- To assist student to design a program using top-down technique - Evaluate	PC loaded with traditional languages such as Basic, Cobol, Fortran etc and OO languages Such as VB, OO-COBOL, OO-Pascal in a LAN

Week	General Objective 5: Understand The Procedure In Solving A Programming Problems					
9	5.1 Identify the problem and confirm it solvable. 5.2 Design algorithm for the chosen method of solution with flowcharts or pseudo codes. 5.3 Code the algorithm by using a suitable programming language. 5.4 Test-run the program on the computer.	Discuss the stages involved in developing program. Demonstrate the stages above with real life program possible.	PC loaded with traditional languages such as Basic, Cobol, Fortran etc and OO languages Such as VB, OO-COBOL, OO-Pascal in a LAN	• **Code A Simple Algorithm Using Any Suitable Language.**	To assist student in coding a simple algorithm using any suitable language.	PC loaded with traditional languages such as Basic, Cobol, Fortran etc and OO languages Such as VB, OO-COBOL, OO-Pascal in a LAN
Week	General Objective 6: Understand The Various Levels Of Programming Languages					
10 –11	6.1 Explain machine language, low-level language and High level languages 6.2 State examples of the languages stated above. 6.3 Explain the distinguishing features of languages in 6.1. 6.4 Distinguish between system comments and program statements.	- Discuss the feature of machine language, low level language, and high level language. - High light the advantages and disadvantage of level of programming layout	PC loaded with traditional languages such as Basic, Cobol, Fortran etc and OO - languages Such as VB, OO-COBOL, OO-Pascal in a LAN	6.1 Code a very simple high level language and translate it to assembly language.	- To assist student code a very simple high level language and translate it to assembly language. - Evaluate	PC loaded with traditional languages such as Basic, Cobol, Fortran etc and OO languages Such as VB, OO-COBOL, OO-Pascal in a LAN

Week	General Objective 7: Understand The Concept Of Debugging And Maintaining Program:					
12	7.1 Define debugging. 7.2 Identify sources of bugs in a program 7.3 Explain syntax, run-time and logical errors. 7.4 Identify techniques of locating bugs in a program	Discuss various methods of debugging aids. Differentiate between debugging and maintenance. Discuss sources of bugs in program	PC loaded with traditional languages such as Basic, Cobol, Fortran etc and OO languages Such as VB, OO-COBOL, OO-Pascal in a LAN	7.1 Create a simple bug in a simple program and correct it	Assist student create a simple bug in a simple program and correct it - Evaluate	PC loaded with traditional languages such as Basic, Cobol, Fortran etc and OO languages Such as VB, OO-COBOL, OO-Pascal in a LAN
Week	General Objective 8: To understand good programming practices					
13 –14	8.1 Employ structured approach to both flowcharting and program development. 8.2 Employ program documents technique HIPS, data flow diagram, pseudo-cal. 8.3 Explain graphic user interface, GUI 8.4 Define interactive processing.	- Discuss structured approach to flowcharting and programming.	PC loaded with traditional languages such as Basic, Cobol, Fortran etc and OO languages Such as VB, OO-COBOL, OO-Pascal in a LAN	1.6 Write simple structured program	- To assist student write simple structured program - Evaluate	PC loaded with traditional languages such as Basic, Cobol, Fortran etc and OO languages Such as VB, OO-COBOL, OO-Pascal in a LAN

Week	General Objective 9: Understand The Concept Of Object Oriented Programming.					
15	9.1 Explain the concept of OO programming. 9.2 Describe the features of OO programming. 9.3 Describe the concept of properties, events, objects and classes.	- Explain object oriented (00) program. - State the features of OOP - Explain the concept of properties - Know the obstacles to internet growth in Nigeria. - Discuss writes, methods, events, objects and classes. - List various objects oriented programming languages - State The advantages of OOP	PC loaded with traditional languages such as Basic, Cobol, Fortran etc and OO languages Such as VB, OO-COBOL, OO-Pascal in a LAN	9.1 Identify properties, events, objects and class in a running OOP	- To assist students identify properties, events, objects and class in a running OOP - Evaluate	PC loaded with traditional languages such as Basic, Cobol, Fortran etc and OO languages Such as VB, OO-COBOL, OO-Pascal in a LAN

3RD SEMESTER

COURSE CODE	COURSE TITLE	T	p	CH
	Flash Animation			
211				
	TOTAL			

PROGRAMME: NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY		
COURSE: Multimedia Management and Policy II	**CODE: MMP 221**	**CREDIT HOURS: 4**
DURATION: 2 Years	Pre-requisite:	**THEORY: 70%**
SEMESTER: 4th Semester		**PRACTICAL: 30%**

COURSE MAIN AIM/GOAL: This module is designed to expose and equip students with the managerial skills needed to excel and to be conversant with the policies guiding the multimedia industry.

General Objectives:

1.0 Understand how to run a Multimedia Company

2.0 Know opportunities in the Multimedia industry

3.0 Know how to build a reputable image for Multimedia Companies

4.0 Know concepts for Multimedia products

5.0 Know the techniques for marketing and branding Multimedia products.

PROGRAMME: **NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY**

COURSE: Multimedia Management and Policy II	**COURSE CODE**: MMP 221	**CONTACT HOURS**: 4

GOAL: This module is designed to expose and equip students with the managerial skills needed to excel and to be conversant with the policies guiding the Multimedia Industry

COURSE SPECIFICATION: Theory: 70%				**Practical Contents**: 30%		
	General Objective: 1.0 Understand how to run a multimedia company					
WEEK	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
1	1.1 Define leadership 1.2 List the attributes of leadership 1.3 Identify styles of leadership 1.4 Identify the skills needed to run a multimedia company	- Explain leadership - Explain the attributes of leadership - Explain leadership styles - Explain skills needed to run a multimedia company	**-**	1.1 Define leadership 1.2 List attributes of leadership, e.g. loyalty, knowledge, decisiveness, creativity, etc. 1.3 Identify leadership styles e.g. autocratic, democratic, lassies-faire, charismatic, etc. 1.4 Identify skills needed to run a multimedia company	- Explain various definitions of leadership - Explain attributes of leadership, giving examples - Explain leadership styles, giving examples - Explain with relevant reference the various skills needed to run a multimedia company	**-**

WEEK	Specific Learning Objective	Instructors Activities	Learning Resources	Specific Learning Objective	Instructors Activities	Learning Resources
	General Objective: **2.0: Know opportunities in the Multimedia Industry**					
2	2.1 Identify the various opportunities in the Multimedia Industry 2.2 State the requirements for careers in the multimedia industry 2.3 Identify the job description in the multimedia industry	- Explain the opportunities in the Multimedia Industry - Explain the requirements for careers in the multimedia industry - Explain the job description in the multimedia industry		2.1 Identify the various opportunities in the Multimedia Industry 2.2 State the requirements for careers in the multimedia industry 2.3 Identify the job description in the multimedia industry	- Explain the opportunities in the Multimedia Industry e.g. ICT companies, Media houses, Advertising, Marketing organizations, etc - Explain the requirements for careers in the multimedia industry e.g. creativity, style, etc. - Explain the job description in the multimedia industry, e.g.	

WEEK	Specific Learning Objective	Instructors Activities	Learning Resources	Specific Learning Objective	Instructors Activities	Learning Resources
	General Objective: 3.0 Know how to build a reputable image for Multimedia Companies					
3 - 4	3.1 Define image building 3.2 Identify the importance of image for Multimedia Organizations 3.3 Identify the vision and objective of Multimedia Organization	- Explain image building - Explain the importance of image for the Organization - Explain how the vision of the Multimedia Organization will build its image		3.1 Define image building and its importance for the Multimedia Organization 3.2 Identify the importance of image for multimedia organizations 3.3 State what the vision of a Multimedia Organization should be and how it can build the organizational image	- Explain with example and relevant reference what image building is and its importance - Explain with illustrations the importance of image for the organization - Explain with example and relevant references how the vision of a Multimedia Organization can build its image	
	General Objective: 4.0 Create concepts for multimedia products					
WEEK	Specific Learning Objective	Instructors Activities	Learning Resources	Specific Learning Objective	Instructors Activities	Learning Resources
5 - 6	4.1 Identify the various concepts for multimedia products 4.2 Identify softwares to be used for the products	Explain the various concepts for multimedia products Explain the various softwares and their flexibilities		4.1 Create one of the vision concepts for multimedia products, (e-learning, Tutorial software, T.V. Promo Softwares, etc). 4.2 Practice with Camtesia software	- Demonstrate how to create an e-learning software using Camtesia software - Evaluate	

	General Objective: 5.0 Know the techniques for marketing and branding media products					
WEEK	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
7 - 9	5.1 Define branding 5.2 Identify various forms and types of branding 5.3 Relate branding to marketing 5.4 State techniques for marketing products 5.5 State techniques for branding products 5.6 Identify laws that affect branding in Nigeria and the international market	- Explain branding - Explain various forms and types of branding - Explain branding as it relates to marketing - Explain techniques for marketing products - Explain techniques for branding products - Explain laws that affect branding in Nigeria and the international market		5.1 Define branding 5.2 Identify various forms and types of branding 5.3 Relate branding to marketing 5.4 State techniques for marketing products 5.5 State techniques for branding products 5.6 Identify laws that affect branding in Nigeria and the international market	- Explain branding - Explain various forms and types of branding - Explain branding as it relates to marketing - Explain and give examples of techniques - Explain and give examples of techniques - Explain laws that affect branding in Nigeria and the international market	

PROGRAMME: NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY		
COURSE: **Multimedia Programming**	**CODE: MMP 222**	**CREDIT HOURS: 12**
DURATION: 2 Years	**Pre-requisite:**	**THEORY: 20**%
SEMESTER: 4th Semester		**PRACTICAL: 80**%

COURSE MAIN AIM/GOAL: This course is designed to equip students with programming and scripting skills required to develop special purpose multimedia softwares

General Objectives:

1.0   Understand the basics of programming languages and scripting skills

2.0   Know visual basic programming codes

3.0   Know how to use action scripts for interactive flash programming

4.0   Know how to use Java scripts for building special motion graphics and animations

5.0   Know how to use scripts for Adobe effects programing

PROGRAMME: **NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY**

COURSE: Multimedia Programming	**COURSE CODE**: MMP 222	**CONTACT HOURS**: 12

GOAL: This module is designed to equip students with programming and scripting skills required to develop special purpose multimedia softwares

COURSE SPECIFICATION:			Practical Contents: 80%		Theory: 20%
	General Objective: 1.0 **Understand the basics of programme languages and scripting skills**				
WEEK	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
1 - 2	1.1 Identify programming 1.2 Identify Java programming 1.3 Distinguish between programming and multimedia authoring 1.4 Identify frames with lingo	Explain basic programming, the types and their purpose Explain the various multimedia programming languages		1.1 Practice basic programming using basic, Qbasic, etc. 1.2 Practice multimedia programming using action scripts and Javascripts	- Demonstrate how to use Basic, Qbasic, etc**.** - Demonstrate how to use simple Javascripts and Action scripts codes to generate animations - Evaluate	
	General Objective: 2.0 Know visual basic programming codes				
3	2.1 Identify visual basic programming 2.2 Write visual basic codes 2.3 Select visual basic codes for multimedia 2.4 Apply the codes with their scripts	- Explain visual basic, its flexibilities and application		2.1 Practice visual basic codes using the visual basic application	- Demonstrate how to use visual basic with the visual basic application	

	General Objective: 3.0 Know how to use Action Scripts for interactive flash programming					
4 - 6	3.1 Identify the various action scripts for different animations 3.2 Identify action scripts for picture and text animation 3.3 Apply scripts in shockwaves 3.4 Produce interactive flash programming	- Explain the various action scripts for animations - Explain the action scripts for picture and text animation		3.1 Practice and create action scripts for animation using Adobe macromedia flash environment 3.2 Practice actions for picture and text animations using Adobe or macromedia flash	- Demonstrate how to use action scripts for animation using Adobe macromedia flash - Demonstrate using macromedia or Adobe flash on how to use action script for picture and text animation	
	General Objective: 4.0 Know how to use Java scripts for building special motion graphics and animation					
7 - 8	4.1 Identify the Java scripting codes for motion graphics and animations 4.2 Write the Java scripts 4.3 Apply Java scripts 4.4 Produce multimedia scripts	- Explain the Java script codes for motion graphics and animations		4.1 Practice Java script codes used for motion graphics and animation using Java Applet	Demonstrate how to use Java script codes used for motion graphics and animation using simple text editor	
	General Objective: 5.0 Know how to use scripts for Adobe effects programming					
9 - 10	5.1 Identify scripts needed to create video effects and text/picture animation 5.2 Write the scripts 5.3 Apply the scripts to create video effects 5.4 Produce scripts to create video effects	Explain the action scripts for video effects and text/picture animation		5.1 Practice scripts needed for video effects and text/picture quality animation using Adobe effects or Adobe Premier Pro	-Demonstrate how the scripts can be used for video effects and text/picture animation using Adobe or Adobe Premier Pro	

PROGRAMME: NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY		
COURSE: **Digital Film Animation**	CODE: DFA 223	**CREDIT HOURS: 12**
DURATION: 2 Years	Pre-requisite:	**THEORY: 20%**
SEMESTER: 4th Semester		**PRACTICAL: 80%**

COURSE MAIN AIM/GOAL: This course will enable the student to create and execute a planned animation project.

General Objectives:

At the end of this course, the student should be able to:

1.0   Understand various kinds of animation techniques used in the industry

2.0   Know basic skills in drawing

3.0   Know how to characters based on human and animal anatomy

4.0   Understand animated sequence

5.0   Understand background and scene composition

6.0   Know how to write a script for the animation and transform it to storyboard

7.0   Understand 3D models and apply them to photo realistic textures

PROGRAMME: **NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY**

COURSE: Digital Film Animation	COURSE CODE: MMP 223	CONTACT HOURS:

GOAL: This course will enable the student to create and execute a planned animation portfolio

COURSE SPECIFICATION: **Practical Contents**: 80%

General Objective: 1.0 Understand various kinds of animation techniques used in the industry

WEEK	Specific Learning Objective	Instructors Activities	Learning Resources	Specific Learning Objective	Instructors Activities	Learning Resources
1.	1.1 Identify animation projects 1.2 List animation projects 1.3 Select animation projects 1.4 Write animation projects 1.5 Demonstrate the projects	- Explain kinds of animation projects	- Multimedia Studio - Visual Communication Industries	1.1 Produce kinds of animation projects	- Demonstrate various kinds of animation project of a portfolio - Evaluate	- Multimedia Studio - Visual Communications Industries

General Objective: 2.0 Know basic skills in drawing

WEEK	Specific Learning Objective	Instructors Activities	Learning Resources	Specific Learning Objective	Instructors Activities	Learning Resources
2.	2.1 Identify basic drawing techniques. 2.2 Produce some drawings 2.3 Move the drawings 2.4 Apply the drawings in shockwaves	- Explain basic drawing skills	- Multimedia Studio - Visual Communications Industries	2.1 Apply basic drawing skills	- Demonstrate basic drawing skills - Evaluate	- Multimedia Studio - Visual Communications Industries

	General Objective: 3.0 Know how to create characters based on human and animal anatomy					
WEEK	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
3.	3.1 Identify characters based on human and animal anatomy 3.2 Define the characters 3.3 Itemize some of these characters 3.4 Write the characters	- Explain how to create characters based on human and animal anatomy	- Multimedia Studio - Visual Communications Industries	3.1 Create characters based on human and animal anatomy	- Demonstrate how to create characters based in human and animal anatomy - Evaluate	- Multimedia Studio - Visual Communications Industries
	General Objective: 4.0 Understand animated sequence					
WEEK	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
4.	4.1 Describe animated sequence 4.2 List animated sequence 4.3 Apply animated sequence 4.4 Produce animated sequence	- Explain how to create animated sequence	- Multimedia Studio - Visual Communications Industries	4.1 create animated sequence	- Demonstrate how to create animated sequence - Evaluate	- Multimedia Studio - Visual Communications Industries

WEEK	Specific Learning Objective	Instructors Activities	Learning Resources	Specific Learning Objective	Instructors Activities	Learning Resources
	General Objective: 5.0 Understand background and scene composition					
WEEK	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
5.	5.1 Identify background and scene composition 5.2 Select good background 5.3 Apply the background 5.4 Move the background	- Explain background and scene composition	- Multimedia Studio - Visual Communications Industries	5.1 Apply background and composition. 5.2 Apply scene composition	- Demonstrate background and scene composition - Evaluate	- Multimedia Studio - Visual Communications Industries
	General Objective 6.0 Know how to write a script for the animation and transform to storyboard					
WEEK	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
6.	6.1 Write script for animation 6.2 Move scripts to story board 6.3 Identify the scripts 6.4 Produce story board with scripts	- Explain how to write a script for animation and transformation to story board	- Multimedia Studio - Visual Communications Industries	6.1 Write a script for the animation 6.2 Transform to storyboard	- Demonstrate how write a script for animation and transformation to story board - Evaluate	- Multimedia Studio - Visual Communications Industries
	General Objective: 7.0 Understand 3D models and apply them to photo realistic textures					
WEEK	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**	**Specific Learning Objective**	**Instructors Activities**	**Learning Resources**
7.	7.1 Apply 3D models to photo realistic textures 7.2 List the steps to 3D models 7.3 Produce 3D models 7.4 Describe 3D models 7.5 Demonstrate 3D models	- Explain how to apply 3D models to photo realistic textures	- Multimedia Studio - Visual Communications Industries	- Produce 3D Modeling	- Demonstrate 3D modeling - Evaluate	- Multimedia Studio - Visual Communications Industries

PROGRAMME: NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY			
COURSE: **Small Business Management**	**CODE:** BAM 218	**Credit Hours:**	**4 hours 3**
DURATION: 2 Years	**Pre-requisite:**	**Theoretical:**	**80 %**
SEMESTER: 4th Semester		**Practical:**	**20 %**

COURSE MAIN AIM/GOAL:
To provide the student with the basic knowledge on the various tools used in the management of small-scale businesses

General Objective:

At the end of this course, the student should be able to:

1.0   Understand the nature of small-scale enterprises

2.0   Understand the legal framework for small-scale enterprises

3.0   Understand the role of governments in small-scale enterprises in Nigeria

4.0   Understand Business plan for a small-scale business enterprises

5.0   Understand marketing management in a small business enterprises

6.0   Understand the general concept of production management

7.0   Know human capital needs for an enterprise

8.0   Understand the financing of small business enterprises

9.0   Understand financial management in a small business enterprise

10.0   Understand credit control in small business enterprises

PROGRAMME: NATIONAL INNOVATION DIPLOMA IN MULTIMEDIA TECHNOLOGY					
COURSE: Small Business Management			**CODE:** BAM 218	**Credit Hours:** 4 hours 3	
DURATION: 2 Years			**Pre-requisite:**	**Theoretical:** 80 %	
SEMESTER: 4th Semester				**Practical:** 20 %	

Week	General Objective 1: Understand the nature of small scale enterprises.					
	Specific Learning Outcomes	**Teacher's Activities**	**Resources**	**Specific Learning Outcomes**	**Teacher's Activities**	**Resources**
1	1.1 Define the range and scope of a small business. 1.2 State the importance of a small business. 1.3 Describe the problems associated with small business operations. 1.4 Describe types of businesses that could be run on a small scale 1.5 .Describe the merits and demerits of being self-employed 1.6 .Identify the starting problems and signs of failure of a small business	Explain range, scope and importance of a small scale business. ii. Explain types of businesses that could be run on small scale, their associated problems and signs of failure during operations. iii. Explain wage employment and self employment. iv. Explain the merits and demerits of self employment.	Text Books - Journals - Publications	1.1 Define range, scope and importance of a small scale business. 1.2 Explain types of businesses that could be run on small scale, their associated problems and signs of failure during operations.	- Select a small business enterprise and indicate its signs of success and failures. - Use case studies based on local organizations - Evaluate	Internet and relevant websites Guest speaker on small businesses
	General Objective 2: Understand the legal framework for small scale business					
2	2.1 Identify the types of business organization. 2.2 Identify the legal form of business. 2.3 Describe the environmental factors of business – law of sales, licenses, failure signs, etc. 2.4 State regulatory status and formation of small business.	Explain the types of business organization ii. Explain legal formation and regulatory status of small business. iii. Explain environmental factors of business.	Text Books - Journals -Publications	2.1 Identify legal formation and regulatory status of small business. 2.2 State the environmental factors of business.	- Use CAMB to explain the regulatory frame work of small business. Group work to set up a small business – realistic scenarios - Use of relevant documentation taken from the internet.	Internet and relevant websites

Week	General Objective 3: Understand the role of government in small scale enterprises in Nigeria					
3	3.1 State government policies for small enterprises development. 3.2 Explain the effects of government policies on direct and indirect assistance to small businesses 3.3 State the role of the following institutions in promoting small enterprises: - State Export Promotion Committees. - Centre for Management Development (CMD) - National Directorate of Employment (NDE) - NAPPEP - CIRD - NERFUND - NACRDB, - NEPC - NASSI, NASME, etc	- Explain government policies for small enterprises development and effects of the policies on direct and indirect assistance to these enterprises. - Explain the following institutions and their roles in promoting small scale enterprises. - IDC, State Ministries of Commerce, - State Export Promotion Committees, - CMD, NDE, NAPPEP, CIRD - NERFUND, NACRDB, NEPC NASSI, NASME, etc - Give assignment	Text Books - Journals - Publications	3.1 Identify government policies and their effects on small scale business. 3.2 Identify and explain beneficiaries of the bodies. Promotion SME in Nigeria.	Evaluate the contributions of the promoting bodies (IDC, NASA, NERFUND, NDE, NAPEP etc to the growth of small business in Nigeria.	Internet and relevant websites
	General Objective 4: Understand business plan for a small business enterprise					
4	4.1 Identify business plan. 4.2 State the purpose of business plan 4.3 Identify the components of a business plan from project development up to project cost. 4.4 State the necessary steps in carrying out financial analysis and planning for a small business	- Explain business Plan, its purpose and components from project development to project cost. - Explain steps in carrying out financial analysis and planning for a small business.	Text Books - Journals - Publications - Entrepreneur	4.1 Identify business plan. 4.2 Identify how to plan in small business.	Use Web based information to determine a plan for a business proposal. Working in pairs to develop a relevant business plan.	Internet and relevant websites

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	4.5 Compare personal goal and business goals. 4.6 Identify influences of family goals in business goals	- Explain personal goals and business goals. - Explain influences of family goals an business goals - .Invite a successful entrepreneur to give a talk. - Conduct a test.		4.3 Formulate a business plan for a particular project.	Refer to business planning information on the internet Presentations of the plans and justification of the goals	
Week	**General Objective 5: Understand marketing management in small business enterprises**					
5	5.5 Identify the basic concept of marketing. 5.6 Identify the steps in conducting market surveys to determine demand and supply for particular products. 5.7 Identify markets for specific products. 5.8 Identify channels of distribution for a selected product or service. 5.9 State the promotional and sales activities for a selected product or service 5.10 State appropriate pricing strategies	- Explain basic concepts of marketing. - Explain steps in conducting marketing survey to determine demand and supply for particular products. - Explain how to identify markets for specific products. - Explain channels of distribution for a selected product or service. - Explain promotional and sales activities for a selected product or service - Explain appropriate pricing strategies	- Text Books - Journals - Publications - Product Posters	5.1 Identify the process of conducting a marketing survey. 5.2 Identify appropriate training strategies for products produced on a small scale.	Use internet to identify the marketing needs of small business enterprises.	Internet and relevant websites

General Objective 6: Understand the general concepts of production management					
	6.4 State the basic concepts of production 6.5 State choice of appropriate technology 6.6 Identify types and sources of machinery and equipment. 6.7 State the installed capacity. 6.8 State the utilized capacity. 6.9 Identify sources of raw materials. 6.10 Describe factory location and factors in the selection of site. 6.11 Describe factory layout. 6.12 State plant and machinery maintenance. 6.13 State Plan and scheduling. 6.14 State quality control issues. 6.15 State factory safety measures. 6.16 Identify problems of production in the Nigerian situation. 6.17 Explain how to cope with production problems in Nigeria.	i. Explain the basic concepts of production ii. Explain choice of appropriate technology iii. Explain types and sources of machinery and equipment, their installed and utilized capacity. iv. Explain sources of raw materials. v. Explain factory location, its layout and safety measures. vi. Explain Plant and machinery maintenance. vii. Explain plan and scheduling. viii. Explain quality control. ix. Explain problems of production in the Nigerian situation and how to cope with them.	- Text Books - Journals - Publications - Business establishment	6.1 Identify appropriate technology for different types of SME. 6.2 Identify sources of machinery and material from the internet. 6.3 Identify appropriate locations and their problems for SMES	Use web based information to identify appropriate technology And machinery. Case Study on the location of industry and factory layout Group work and reference to relevant web sites - Organise a field trip to a successful small business establishment.	Internet and relevant websites

Week	General Objective 7: Know human capital needs for an enterprise					
7	8.4 dentify human capital needs for an enterprise. 8.5 tate recruitment procedures. 8.6 tate need for training of workers. 8.7 tate how to motivate workers. 8.8 tate how to compensate workers. 8.9 tate organization of work force, organizational chart. 8.10 tate problems of human capital management in small business enterprises. 8.11 tate how to cope with the problems of human capital management.	Explain human capital management and its needs for small business enterprises. ii. Explain recruitment procedures iii. Explain need for training of workers. iv. Explain how to motivate. and compensate workers v. Explain organization of work force. vi. Guide students to prepare organizational, chart for a small business enterprise. vii. Explain problems of human capital management in small business enterprises and how to cope with them.	- Text Books - Journals - Publication - Cardboard	Identify the recruitment compensation and training procedures of workers in SMES. Identify problems of human capital management and how to solve them in SMEs	Guide students to prepare organizational charts for SME and how to forecast their employment needs.	Internet and relevant websites
	General Objective 8: Understand the financing of small business enterprises					
8 - 9	6.7 Estimate the capital needs of a selected small business. 6.8 State sources of finance for small business. 6.9 State the roles of specialized institutions in financing small businesses.	Explain sources of capital and how to estimate needed capital for a small business. Explain short-term and long term credits and their sources.	- Text Books - Journals - Publications	8.1 Prepare a financing plan. 8.2 Identify various sources of funds and their costs.	From one the beneficiaries of the institutions handling SME, describe the learning outcomes.	Internet and relevant websites

	6.10 how to source short-term and long-term credits 6.11 the various reasons for borrowing. 6.12 Describe costs of borrowing with some examples. 6.13 State how to approach lenders. 6.14 State reasons for financial plans.	Explain the roles of specialized institutions in financing small businesses in the areas of: - Provision of SME equity - .Provision of term loan opportunities for SMEs investment schemes. - Provision of working capital facility for SMEs - Financing SMEs through leasing. - Financing SMEs for non-oil export. - Financing SMEs through the capital market. - General requirements/conditions for market financial assistance to SMEs		8.3 Describe how to approach tenders.		

		- Explain various reasons for borrowing. - With some examples, explain cost of borrowing. - Explain reasons for financial plan and how to approach a lender				
	General Objective 9: Understand financial management of small business enterprises					
10 - 11	9.1　State the need for sound management in small business 8.5　.Prepare the basic financial records required for small business enterprises and their operation. 8.6　Prepare key financial statements – cash flow, profit and loss account and balance sheet. 8.7　Prepare depreciation schedule. 8.8　Determine gross margin and net profit. 8.9　Prepare loan repayment schedule (AMORTIZATION) 8.10　Determine break-even-point (BEP). 8.11 State problem of financial management in small enterprises.	Explain the need for sound financial management in small businesses ii.　Explain basic financial records iii.　Explain key financial statements. iv.　Explain depreciation. v.　Explain gross margin and net profit and break-even-point (BEP). vi.　Explain the various types of loan repayment and their application. vii. Guide students to prepare a depreciation schedule for a selected business,	Text Books - Journals - Publications - Formats of Prime books of accounts.	9.1 Describe the various records require to operate SME's 9.2 Describe key financial statements and how to prepare a depreciation schedule. 9.3 Use appropriate application packages to do amortization.	Guide students to prepare the records, extract key financial statements to determine BEP, loss or gain.	Internet and relevant websites

Week							
			extract its cash flow, profit and loss and balance sheet to determine its break – even- point, gross margin and net profit. viii.Explain problems of financial management in small enterprises.				
Week	**General Objective 10: Understand credit control in small business enterprises**						
12	10.1 10.2 10.3 10.4 10.5 10.6	Define credit control State the various steps in extending credits to customers. Identify sources of information on credits. Define consumer credit and credit cards. State reasons for credits to small business enterprises. Identify cost of credit	i. Explain credit control ii. Explain the 3c's of credit (character, capacity and condition). iii.Explain where and how to get information on credits. iv. Explain consumer credit and credit card. v. Explain reasons for credit to small business enterprises and their costs. vi. Conduct a test.	- Text Books - Journals - Publications	10.1 Identify how credits can be extended to a small business man, sources and costs of the credits (s) 10.2 Identify credits cards and reasons for credits	Identify the CS of credit. Use internet to get information on credits	Internet and relevant websites

LIST OF EQUIPMENT

Computers
Magnetic Board
Flip Chart Board
Software Packages
Digital Camera
Interactive Television systems
Animation Packages
Virtual Video Editing
Projector
Radio
A Dual Processor VAX11/780
CAD Tools, etc.
Rorschach test
Bio-feed back Tachistoscope
Slide projector and screen
Secondary storage devices
Networking tools
Scanner
Copier
Digital Camera/Web cams
Video CD recorder
Video cassette recorder (VCR)
Blue Tooth

Software Utilized In the Program

Adobe After Effects
Adobe Dream weaver
Adobe Flash
Adobe Illustrator
Adobe Image Ready
Adobe In Design
Adobe Photoshop
Apple Compressor
Apple Final cut pro
Apple Live type
Apple Motion
Apple soundtrack Pro
Autodesk Maya
Autodesk Media Cleaner
Quark Xpress
Sorenson Squeeze

SUGGESTED BOOKS

Understanding Business, Nickel, Mchugh & Mchugh (1997)

An Introduction to Multimedia Authoring,   A. Eliens

Secrets of successful Multimedia Design, Addison-Wesley, 2000

Principles of Multimedia Databases,   Morgan Kaufman, 1998

Understanding Networked Multimedia-Applications and Technology,   Prentice Hall, 1995

Digital Multimedia,   Prentice Hall/Pearson 2004

Fundamentals of Multimedia, Prentice Hall/Pearson 2004

The Handbook of Multimedia Information Management, Prentice hall, 1997

The Computer in the Arts, Addison-Wesley, 1999.

Notes on History of Art by Supo, Adewusi (2002)

Using Information Technology, Williams, Sawyer, Hutchinson, 2000

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