SCHOOL	Innovative Technologies
ACADEMIC YEAR	THREE-YEAR PROGRAM II - 2025/2026
SUBJECT	1256 Progettazione multimediale
TYPE OF SUBJECT	Laboratory-Based
NUMBER OF HOURS PER LESSON	3
NUMBER OF ECTS CREDITS	50
DISTRIBUTION OVER THE ACADEMIC YEAR	ANNUAL

EDUCATIONAL OBJECTIVES AND EXPECTED RESULTS

The objective of the course is to provide a practical approach to the methodologies of designing and planning interactive and multimedia experiences, equipping students with the necessary theoretical and practical foundations for the creation of user-side experiences, from the design phases through to practical implementation.

Knowledge and understanding	It is proposed that students attain a high level of awareness and knowledge of the practices and methodologies for designing multimedia experiences. A direct consequence of these competencies will also be a foundational executive capability in the development of software prototypes.
Applying knowledge and understanding	Especially in the final part of the course, it will be essential to verify and reinforce the acquired knowledge by conducting a group project work, which aims to consolidate the concepts learned through practice and to present the students with the challenge of professionally developing software prototypes.
Making judgements	Throughout the course, students are required to engage with the instructor on design and implementation topics, with the objective of developing independent research and learning skills.
Communication skills	In the final project work and ongoing exercises, students are required to consistently prepare reports on their designs or analyses. The objective of this request is to cultivate the habit of employing precise and comprehensible language when addressing topics related to the subject matter.
Learning skills	All topics, particularly those related to programming languages, are approached in a manner that minimizes the focus on specific tools, thereby prioritizing the acquisition of foundational skills that can be beneficial when the student encounters new tools and devices.

CONTENTS	Unity Software, Software Processing, Adobe XD Software, Fundamental Concepts of Video/Audio/Images Post-Production, Interaction Design, Procedural Graphics, New Media Art.
ADOPTED METHODOLOGY	[X] In Person Alternating between lectures (approximately half of the total hours) and hours dedicated to conducting exercises, either in groups or individually, as well as project work to be completed under the supervision of the instructor. Theoretical topics will be presented concurrently with practical exercises, thereby dividing the session into two distinct segments: one half dedicated to theory, followed by its practical implementation.
ASSESSMENT METHODS	At least two ongoing assessments will be conducted to evaluate the individual acquisition of the concepts addressed throughout the year. In the final part of the course, students will undertake a group project, which will constitute a primary component of the assessment during the examination.