

STUDY MODULE DESCRIPTION FORM		
Name of the module/subject Multimedia systems		Code 1010335521010332072
Field of study Information Engineering	Profile of study (general academic, practical) (brak)	Year /Semester 1 / 2
Elective path/specialty -	Subject offered in: Polish	Course (compulsory, elective) elective
Cycle of study: Second-cycle studies	Form of study (full-time,part-time) part-time	
No. of hours Lecture: 16 Classes: - Laboratory: 16 Project/seminars: -		No. of credits 4
Status of the course in the study program (Basic, major, other) (brak)		(university-wide, from another field) (brak)
Education areas and fields of science and art technical sciences		ECTS distribution (number and %) 4 100%
Responsible for subject / lecturer: Prof. dr hab. inż. Czesław Jędrzejek email: czeslaw.jedrzejek@put.poznan.pl tel. 61 665 35 32 Elektryczny ul. Piotrowo 3A, 60-965 Poznań		
Prerequisites in terms of knowledge, skills and social competencies:		
1	Knowledge	K_W05: Student has comprehensive knowledge with theoretical foundations of IT system modelling and analysis. K_W08:has knowledge of advanced programming techniques and methods K_K01: potrafi myśleć i działać w sposób kreatywny i przedsiębiorczy
2	Skills	K_U05: Student is able to model and to analyse IT systems. K_U08: Student (in cooperative tasks) is able to formulate specifications for unusual and intricate IT systems.
3	Social competencies	K_K01: Student is able to think and work in a creative and inventive way.
Assumptions and objectives of the course: To familiarize students with the techniques and standards for video compression and sound. To familiarize students with the techniques and multimedia standards multimedia. Practical use of encoders and execution ofweb programming languages		
Study outcomes and reference to the educational results for a field of study		
Knowledge:		
1. has knowledge of advanced programming techniques and methods - [K_W08]		
2. Student has basic knowledge of special purpose IT systems. - [K_W12]		
Skills:		
1. Student (in cooperative tasks) is able to design and implement parts of unusual and intricate IT systems. - [K_U09]		
2. Student is able to evaluate the usefulness of IT tools and technologies for a given IT task. - [K_U10]		
Social competencies:		
1. Student understands the necessity of distributing information on computer science advancements and other issues related to computer engineer work. Student tries to distribute the information in a clear way and to present the facts from different points of view. - [K_K02]		

Assessment methods of study outcomes		
Lecture: written final test examination checking basic knowledge of basic multimedia compression technology platforms and web programming and multimedia.		
Project: Analysis of the performance of the encoders depending on the profiles and parameters. Analysis of the completed projects on various web development platforms.		
Course description		
Lecture: Introduction to Signal Processing (sampling, a method of prediction, transform, transformation Z), lossy compression of images and sound by international standards MP3, AAC, standard JPEG, JPEG 2000, MPEG-4, H.264. Network issues associated with the transmission of digital video and audio. The Document Object Model (Document Object Model, DOM) - the representation of complex XML and HTML documents in the form of the object model. JavaScript - a scripting language used to build Web pages. PHP and Ajax. Application Servers. Language HTML 5 Standard Scalable Vector Graphics (SVG).		
Projects: 1 AAC encoding (Nero) and H.264 (x264) using libraries and platforms(audiocity MeGUI). 2. Execution of applications on the DOM, XQuery, and a graphical representation of a DOM tree using SVG 3. Performance of Ajax applications (using development platforms: jQuery, Ruby on Rails, Symfony) using MySql database and the data format JSON Serwery aplikacji. Język HTML 5. Standard Scalable Vector Graphics (SVG).		
Projekty: 1. Kodowanie AAC (Nero) i H.264 (X264) przy pomocy bibliotek oraz platform MeGUI i audiocity. 2. Wykonanie aplikacji na drzewie DOM, XQuery i graficzna reprezentacja drzewa DOM przy użyciu SVG 3. Wykonanie aplikacji Ajax (przy użyciu platform programistycznych: jQuery, Ruby on Rails, Symfony) z wykorzystaniem bazy danych MySql i formatu danych JSON		
Basic bibliography:		
1. Nicholas C. Zakas, Professional JavaScript for Web Developers (Wrox Programmer to Programmer) [Paperback] 2009 Series: Wrox Programmer to Programmer Series: Wrox Programmer to Programmer, 2009 2. Cristian Darie et al., AJAX and PHP Building Responsive Web Applications, Packt Publishing, 2006		
Additional bibliography:		
1. Materials http://killerajax.com/ 2. W3C, H.264 i AAC standards		
Result of average student's workload		
Activity	Time (working hours)	
1. Lectures	30	
2. Laboratories	30	
3. Preparation to laboratories	30	
4. Preparation of laboratory reports	15	
Student's workload		
Source of workload	hours	ECTS
Total workload	105	4
Contact hours	60	2
Practical activities	75	3