## COURSE OUTLINE MULTIMEDIA APPLICATIONS IN PHYSICAL EDUCATION AND SPORTS

### 1. GENERAL

| | | | |
|---|---|---|---|
| **SCHOOL** | PHYSICAL EDUCATION, SPORT SCIENCE AND OCCUPATIONAL THERAPY | | |
| **DEPARTMENT** | PHYSICAL EDUCATION AND SPORT SCIENCE | | |
| **LEVEL OF STUDIES** | ISCED level 6 – Bachelor's or equivalent level | | |
| **COURSE CODE** | C071 | **SEMESTER** | 7°, 8° |
| **COURSE TITLE** | MULTIMEDIA APPLICATIONS IN PHYSICAL EDUCATION AND SPORTS | | |

| **TEACHING ACTIVITIES** *If the ECTS Credits are distributed in distinct parts of the course e.g. lectures, labs etc. If the ECTS Credits are awarded to the whole course, then please indicate the teaching hours per week and the corresponding ECTS Credits.* | **TEACHING HOURS PER WEEK** | **ECTS CREDITS** |
|---|---|---|
| | 2 | 3 |
| | | |
| | | |
| *Please, add lines if necessary. Teaching methods and organization of the course are described in section 4.* | | |

| | |
|---|---|
| **COURSE TYPE** *Background, General Knowledge, Scientific Area, Skill Development* | SKILL DEVELOPMENT |
| **PREREQUISITES:** | NO |
| **TEACHING & EXAMINATION LANGUAGE:** | GREEK<br>ENGLISH FOR ERASMUS STUDENTS |
| **COURSE OFFERED TO ERASMUS STUDENTS:** | YES |
| **COURSE URL:** | https://eclass.duth.gr/courses/KOM02170/ |

### 2. LEARNING OUTCOMES

**Learning Outcomes**

*Please describe the learning outcomes of the course: Knowledge, skills and abilities acquired after the successful completion of the course.*

Upon successful completion of the course, participants will be able to:

- *Understand the basic concepts and structural elements of multimedia and hypermedia.*
- *Create non-linear presentations using applications such as Prezi.*
- *Develop skills in creating and managing fonts, audio files, images, and vector graphics.*
- *Use image editing and vector graphic tools, such as GIMP, to produce multimedia content.*
- *Create and edit multimedia elements through 3D design, animation, and video editing tools.*
- *Utilize audio editing tools, such as Audacity, for the creation and modification of audio projects.*
- *Develop creative multimedia applications tailored to the needs of Physical*

*Education and Sports using tools like Canvas.*

**General Skills**

*Name the desirable general skills upon successful completion of the module*

| | |
|---|---|
| *Search, analysis and synthesis of data and information,* | *Project design and management* |
| *ICT Use* | *Equity and Inclusion* |
| *Adaptation to new situations* | *Respect for the natural environment* |
| *Decision making* | *Sustainability* |
| *Autonomous work* | *Demonstration of social, professional and moral responsibility* |
| *Teamwork* | *and sensitivity to gender issues* |
| *Working in an international environment* | *Critical thinking* |
| *Working in an interdisciplinary environment* | *Promoting free, creative and inductive reasoning* |
| *Production of new research ideas* | |

- *Search, analysis and synthesis of data and information, ICT Use*
- *Adaptation to new situations*
- *Autonomous work*
- *Teamwork*
- *Working in an international environment*
- *Working in an interdisciplinary environment*
- *Project design and management*
- *Critical thinking*
- *Promoting free, creative and inductive reasoning*

## 3. COURSE CONTENT

1. *Introduction to Multimedia – Hypermedia I (a. definitions – fundamental concepts, b. nodes and links, c. standalone and networked multimedia)*
2. *Introduction to Multimedia – Hypermedia II (a. multimedia applications, b. structural elements of multimedia)*
3. *Utilizing the Prezi Multimedia Application for Creating Non-Linear Presentations*
4. *Tools for Creating & Managing Multimedia Elements I (a. font design tools, b. audio editing tools, c. raster graphic design tools, d. vector graphic tools, e. image editing tools)*
5. *Vector Graphics Development and Image Editing Tools – GIMP I*
6. *Vector Graphics Development and Image Editing Tools – GIMP II*
7. *Vector Graphics Development and Image Editing Tools – GIMP III*
8. *Tools for Creating & Managing Multimedia Elements III (a. digital photo libraries, b. 3D & photorealistic design tools, c. animation, d. video capturing & editing tools, e. morphing & caricatures)*
9. *Tools for Developing Multimedia Elements – Canvas I*
10. *Tools for Developing Multimedia Elements – Canvas II*
11. *Tools for Developing Multimedia Elements – Canvas III*
12. *Utilizing Audio Editing Tools – Audacity I*
13. *Utilizing Audio Editing Tools – Audacity II*

## 4. LEARNING & TEACHING METHODS - EVALUATION

**TEACHING METHOD**

*Face to face, Distance learning, etc.*

The course will be taught using a combination of two teaching methods:

- Lectures, where basic concepts and theories related to the course content will be introduced.
- Laboratory sessions, where students will work independently or in groups, under guidance, performing tasks using general and specialized software packages.

Additionally, a blended learning model will be developed, incorporating distance learning through a learning management platform. This approach provides flexibility and reinforces both theoretical and practical skills.

**USE OF INFORMATION & COMMUNICATIONS TECHNOLOGY (ICT)**

*Use of ICT in Teaching, in Laboratory Education, in Communication with students*

Use of ICT in Teaching and Communication with Students will include:

- Digital slides for presenting course material
- Videos to enhance understanding of complex topics
- MsTeams/e-class, webmail for online communication and course management
- Cloud computing for collaborative work and file sharing
- Artificial intelligence to support learning and provide personalized assistance

This integration of ICT tools will enhance the learning experience and streamline communication between instructors and students.

**TEACHING ORGANIZATION**

*The ways and methods of teaching are described in detail.*
*Lectures, Seminars, Laboratory Exercise, Field Exercise, Bibliographic research & analysis, Tutoring, Internship (Placement), Clinical Exercise, Art Workshop, Interactive learning, Study visits, Study / creation, project, creation, project. Etc.*

*The supervised and unsupervised workload per activity is indicated here, so that total workload per semester complies to ECTS standards.*

| ***Activity*** | ***Workload/semester*** |
|---|---|
| Lectures | 26 |
| Laboratory Exercise | 26 |
| Bibliographic research & analysis | 20 |
| Exams | 3 |
| | |
| | |
| | |
| Total Course | **75** |

**STUDENT EVALUATION**

*Description of the evaluation process*

*Assessment Language, Assessment Methods, Formative or Concluding, Multiple Choice Test,*

The assessment for the course will be structured as follows:

1. Mid-term evaluation (Problem Solving):

| | |
|---|---|
| *Short Answer Questions, Essay Development Questions, Problem Solving, Written Assignment, Essay / Report, Oral Exam, Presentation in audience, Laboratory Report,Clinical examination of a patient,Artistic interpretation, Other/Others*<br><br>*Please indicate all relevant information about the course assessment and how students are informed* | 35%<br>2. Final written exam (Multiple Choice Test, Short Answer Questions): 65% |

## 5. SUGGESTED BIBLIOGRAPHY


1. *Styliaras G., Dimou V., Zevgolis D. (2019). Multimedia Technology, Modern Multimedia Tools. A. Tziola & Sons S.A. Publications.*
2. *Yue-Ling Wong (2018). Multimedia Programming and Design, 3rd Edition. H. Giourdas & Co. Publications.*
3. *Lazarinis Fotios (2016). Educational Technology and Internet Applications. Kallipos, Open Academic Editions.*


# ANNEX OF THE COURSE OUTLINE

## Alternative ways of examining a course in emergency situations

| | |
|---|---|
| **Teacher (full name):** | Vernadakis Nikolaos, Professor |
| **Contact details:** | nvernada@phyed.duth.gr |
| **Supervisors:** | NO |
| **Evaluation methods:** | Written examination with distance learning methods |
| **Implementation Instructions:** | The examination in the course will be carried out in subgroups of users in the e-class, depending on the number of participants in the course, on the day according to the examination program announced by the Secretariat.<br>The exam will be conducted through Teams. The link will be sent to students via e-class exclusively to the institutional accounts of those who have registered for the course and have learned the terms of distance methods.<br>Students will have to log in to the examination room through their institutional account, otherwise they will not be able to participate. They will also take part in the examination with a camera, which they will have open during the examination. Before the start of the exam, students will show their identity to the camera, so that they can be identified.<br>Each student should answer multiple choice questions, free text development, critical thinking. Each of the questions is graded from 0.5 points to 2.0 points depending on question's category |