

City University of Hong Kong

Information on a Course  
offered by School of Creative Media  
with effect from Semester A in 2010 / 2011

This form is for completion by the Course Co-ordinator. The information provided on this form will be deemed to be the official record of the details of the course. It has multipurpose use: for the University's database, and for publishing in various University publications including the Blackboard, and documents for students and others as necessary.

Please refer to the Explanatory Notes attached to this Form on the various items of information required.

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**Part I**

Course Title: Network Based Media

Course Code: SM2236

Course Duration: One semester (13 weeks)

No. of Credit Units: 3

Level: B3

Medium of Instruction: English

Prerequisites: *(Course Code and Title)* SM1204 Fundamentals of Programming I

Precursors: *(Course Code and Title)* Nil

Equivalent Courses: *(Course Code and Title)* Nil

Exclusive Courses: *(Course Code and Title)* Nil

**Part II**

**1. Course Aims:**

The course aims to provide the basic knowledge of computer network, the Internet, in particular and its related technology to distribute and communicate media content. It covers the OSI layers of a computer network and the Internet implementation of various layers and protocols. Network hardware will also be introduced to give students a brief understanding the physical components of computer network. Students will be expected to acquire both the conceptual and technical skills to design multi-users web based applications that make full use of the connectivity of the Internet.

## 2. Course Intended Learning Outcomes (CILOs)

*(state what the student is expected to be able to do at the end of the course according to a given standard of performance)*

Upon successful completion of this course, students should be able to:

No.	CILOs	Weighing (if applicable)
1.	Describe the basic concept of computer network and computer mediated communication. Enumerate various platforms for developing network based applications.	
2.	Apply the technical skills in a creative context to design a multi-user Internet mediated work.	
3.	Compare the use of an HTTP server and a dedicated Flash Communication server related to development and deployment of a networked enabled product.	
4.	Criticize the penetration of connectivity and networked environment in our everyday life.	

## 3. Teaching and Learning Activities (TLAs)

*(designed to facilitate students' achievement of the CILOs)*

*Indicative of likely activities and tasks students will undertake to learn in this course. Final details will be provided to students in their first week of attendance in this course.*

ILO No	TLAs	Hours/weeks (if applicable)
CILO 1	Introductory workshops and guided readings on basic concepts of network.	
CILO 2	Guided development of a web-based interactive multi-user environment.	
CILO 3	Workshops and demonstrations on the use of Flash Communication server.	
CILO 4	Workshops on the social and cultural impacts of network connectivity.	

## 4. Assessment Tasks/Activities

*(designed to assess how well the students achieve the CILOs)*

*Indicative of likely activities and tasks students will undertake to learn in this course. Final details will be provided to students in their first week of attendance in this course.*

ILO No	Type of assessment tasks/activities	Weighting (if applicable)	Remarks
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CILO 1	In-class exercises to validate the concepts.		
CILO 2	Group projects to develop a multi-user application in a creative context.		
CILO 3	Assignment on application development with Flash Communication server and Flash MX front end interface.		
CILO 4	Presentation of selected products related to current issues.		

**5. Grading of Student Achievement:** Refer to Grading of Courses in the Academic Regulations and to the Explanatory Notes.

Grading and assessment will be made according to students' projects, in-class exercises, etc.  
Grading pattern: Standard (AA-...F)

**Part III**

**Keyword Syllabus:**

Computer network  
Local area network, wide area network  
Internet  
Protocols  
Client and server  
World Wide Web  
Relational database  
Streaming media  
Socket programming  
Flash communication server  
Networked art

**Recommended Reading:**

Books

**Online Resources:**

***Returned by:***

Name: Department: School of Creative Media

Tel: Date: May 2010