

# The role of multimedia in the development of an e-course

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# Mission

- ▶ Raising the level of ICT literacy within the academic community
- ▶ Raising the usage of ICT in teaching, reasearch and business processes
- ▶ Contributing to development of local community
- ▶ Helping University of Rijeka gain recognition among European higher education institutions



# Activities

- ▶ Education programmes
  - Basic computer skills
  - School network administrator
  - Microsoft IT Academy
  - Graphic and multimedia design
  - E- learning in teaching
- ▶ Services
  - MSDN AA
  - Prometric i Pearson VUE test centres
  - Information portal
  - E-learning and streaming server
  - E-learning support

# Future

## ▶ Education

- Education programmes for students with waived tuition
- New programmes of education
- Formal recognition of education

## ▶ Services

- New web portal (October 2008)
- E-learning center (November 2008)
- “Edutube” (beginning of 2009)
- Multimedia center (dependant on funding)



# What is Multimedia?

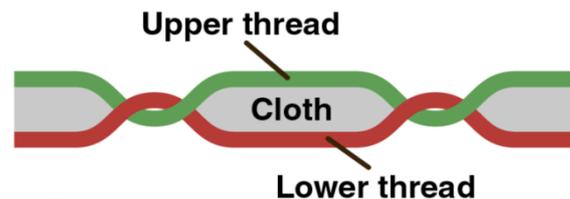
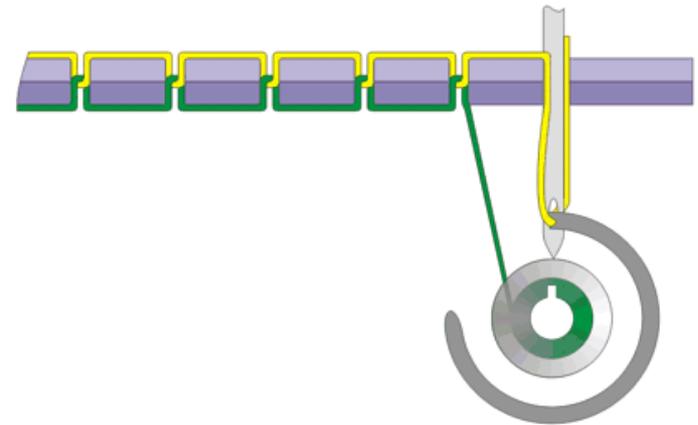
- ▶ "Multimedia is an **interdisciplinary, application-oriented technology** that capitalizes on the **multi-sensory nature** of humans and the ability of computers to store, manipulate, and convey non-numerical information such as video, graphics, and audio in addition to numerical and textual information.
- ▶ Multimedia has the intrinsic goal of improving the effectiveness of **computer-to-human** interaction and, ultimately, of **human-to-human** communication.

Gheorghita Ghinea & Sherry Y. Chen (Idea Group Publishing, 2006)



# Why Multimedia?

- ▶ The lockstitch uses two threads, an upper and a lower. The upper thread runs from a spool kept on a spindle on top of or next to the machine, through a tension mechanism and a take-up arm, and finally through the hole in the needle. The lower thread is wound onto a bobbin, which is inserted into a case in the lower section of the machine. To make one stitch, the machine lowers the threaded needle through the cloth into the bobbin area, where a hook catches the upper thread at the point just after it goes through the needle. The hook mechanism carries the upper thread entirely around the bobbin case, so that it has made one wrap of the bobbin thread. Then the take-up arm pulls the excess upper thread (in the bobbin area) back to the top of the machine, the tension mechanism prevents the thread from being pulled from the spool side, the needle is pulled out of the cloth, and the feed dogs pull the cloth back one stitch length.



Agencia for Wikipedia  
Public Domain

Source: Wikipedia 2008  
([http://en.wikipedia.org/wiki/Sewing\\_machine](http://en.wikipedia.org/wiki/Sewing_machine))



**UNIVERSITY OF RIJEKA**  
Faculty of Engineering

# How?

- ▶ Place links to external or internal resources ☹️
- ▶ Embed external or internal resources 😊

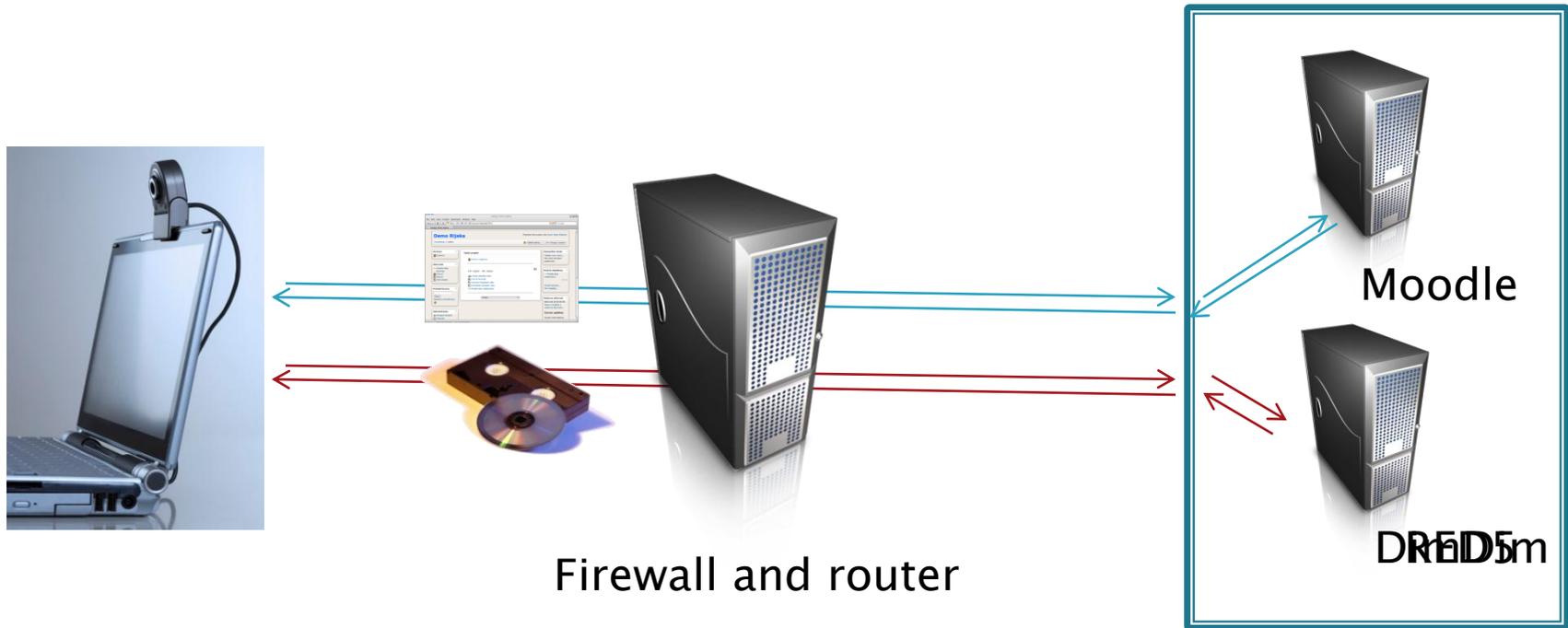


# And a little more

- ▶ Distance lecture through Moodle
  - WebClass module
- ▶ On-line collaboration through Moodle
  - DimDim
- ▶ All open-source and fairly easy to implement
- ▶ Demo



# Network and server setup



# Conclusion

- ▶ Quality does not always mean success
- ▶ Integration with common interface and systems is a necessity

▶ The right  for the 

- ▶ Questions & comments

