

Course Plan for Bachelor program - Course Plan Development and Updating Procedures/ Computer Science Department	QF01/0407-3.0E
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Course Plan for Multimedia (Bachelor Program) No.: (Academic year)
Approved by Deans Council by decision (07/72/2016-2017) dated (30/8/2017)
(133) Credit Hours

No.	Goals and learning outcomes
GOAL 1	Ability to use the principles of computer science in understanding, implantation and analysis of mathematical problems and finding their solutions.
ILO1.1	Student should understand and analyze mathematical problems.
ILO1.2	Student should be able to use mathematical concepts in algorithm analysis.
GOAL 2	Ability to analyze, design and implement efficient and reliable computer programs.
ILO 2.1	Student should know different programming methods.
ILO 2.2	Student should understand how to build and use computer programs.
ILO 2.3	Student should be able to use different programming languages.
GOAL 3	Knowledge on computer hardware and related software.
ILO 3.1	Student should know the internal computer organization and its components.
ILO 3.2	Student should be able to develop system software.
ILO 3.3	Student should be able to design logic circuits.
GOAL4	Using practical, scientific and communication skills to enhance team spirit help the local community.
ILO 4.1	Student should maintain life skills and use it to help the community.
ILO 4.2	Student should have self development in continuous education.
ILO 4.3	Student should be able to produce and apply computer applications that comply with local market needs.
GOALS5	Understanding the technical, ethical, lawful and social responsibilities.
ILO 5.1	Student should be aware and their rights and duties toward society.
GOAL6	Provide the students with the knowledge and understanding required for producing interactive computer systems and various applications of multimedia.
ILO 6.1	Student should be able to develop, design, and implement systems that enable human-computer interaction easily and efficiently.
ILO 6.2	Student should use multimedia tools to produce and design various 2D and 3D digital applications, in addition to sound and visual effects.
ILO 6.3	Student should become familiar with graphic simulation systems and use them to produce different virtual reality applications.
GOAL 7	The ability to process digital images and use visual representation of data.
ILO 7.1	Student should be able to create, process, and segment digital images, and to extract and categorize their distinctive features.
ILO 7.2	Student should be able to use digital visualization tools in data visualization and reevaluation.
ILO 7.3	Student should apply digital image technologies and digital visualization tools to produce different visual applications.

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Student's information		Course number	Course title	Credit Hours	Theory Hours	Practical Hours	Prerequisite Co-requisite	Advertisement Plan
Registered	passed							Semester/year
First: University Requirements (27) Credit Hours								
A. Mandatory requirement (15 credit hour)								
<input type="checkbox"/>	<input type="checkbox"/>	0420101	Military Sciences	3	3	0		1/2
<input type="checkbox"/>	<input type="checkbox"/>	0420111	Arabic Language (1)	3	3	0	Remedial Arabic Language	1/1
<input type="checkbox"/>	<input type="checkbox"/>	0420121	English Language (1)	3	3	0	Remedial English Language	1/2
<input type="checkbox"/>	<input type="checkbox"/>	0420151	National Education	3	3	0		1/1
<input type="checkbox"/>	<input type="checkbox"/>	0420171	Life Skills	3	3	0		1/1
B. Electives (12 credit hours, minimum 3 credits from each field)								
Field I. Humanitarian courses								
<input type="checkbox"/>	<input type="checkbox"/>	0420103	History of Jerusalem	3	3	0		1/2
<input type="checkbox"/>	<input type="checkbox"/>	0420112	Islamic Culture	3	3	0		2/2
<input type="checkbox"/>	<input type="checkbox"/>	0420131	Principles of Education	3	3	0		1/2
<input type="checkbox"/>	<input type="checkbox"/>	0420134	Sport and Health	3	2	2		2/2
<input type="checkbox"/>	<input type="checkbox"/>	0420142	Human Civilization	3	3	0		1/2
<input type="checkbox"/>	<input type="checkbox"/>	0420152	Introduction to Sociology	3	3			2/2
<input type="checkbox"/>	<input type="checkbox"/>	0501100	Innovation and Entrepreneurship in Business	3	3	0		2/2
<input type="checkbox"/>	<input type="checkbox"/>	0601102	Law in Our Life	3	3	0		1/2
Field II. Scientific course								
<input type="checkbox"/>	<input type="checkbox"/>	0120111	Information Technology and Society	3	3	0		1/2
<input type="checkbox"/>	<input type="checkbox"/>	0120153	Medicinal Plants	3	3	0		1/2
<input type="checkbox"/>	<input type="checkbox"/>	0301101	First Aid	3	3	0		1/2
<input type="checkbox"/>	<input type="checkbox"/>	0301102	Fundamental of Nutrition	3	3	0		2/2
<input type="checkbox"/>	<input type="checkbox"/>	0906100	Principles of Energy Science	3	3	0		2/2

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Second: Faculty Requirements (21) credit hours

Student's information		Course number	Course title	Credit Hours	Theory Hours	Practical Hours	Prerequisite Co-requisite	Advertisement Plan
Registered	passed							Semester/year
<input type="checkbox"/>	<input type="checkbox"/>	0120117	Introduction to Information Technology	3	3	0	*Remedial computer skills	1/1
<input type="checkbox"/>	<input type="checkbox"/>	0120126	Principles of Mathematics and Statistics	3	3	0		1/1
<input type="checkbox"/>	<input type="checkbox"/>	0120110	Principles of Programming	3	2	2	Introduction to Information Technology	1/2
<input type="checkbox"/>	<input type="checkbox"/>	0120118	Professional Skills for Scientific Faculties	3	3	0		1/2
<input type="checkbox"/>	<input type="checkbox"/>	0120261	Web Design	3	2	2	Principles of Programming	
<input type="checkbox"/>	<input type="checkbox"/>	0120127	Linear Algebra 1	3	3	0	Principles of Calculus and Statistics	2/1
<input type="checkbox"/>	<input type="checkbox"/>	0120128	Numerical Analysis 1	3	3	0	Principles of Calculus and Statistics	3/2

Third: Major requirements (82) credit hours

A. Mandatory Major requirements (30) credit hours

<input type="checkbox"/>	<input type="checkbox"/>	0112111	Discrete mathematics	3	3	0	Introduction to Information Technology	1/2
<input type="checkbox"/>	<input type="checkbox"/>	0112231	Logic Design	3	3	0	Introduction to Information Technology	2/1
<input type="checkbox"/>	<input type="checkbox"/>	0112221	Object Oriented Programming	3	2	2	Principles of Programming	2/1
<input type="checkbox"/>	<input type="checkbox"/>	0112212	Data Structure	3	3	0	Object Oriented Programming	2/2
<input type="checkbox"/>	<input type="checkbox"/>	0112232	Organization and Computer Architecture	3	3	0	Logic Design	2/2
<input type="checkbox"/>	<input type="checkbox"/>	0112313	Algorithms	3	3	0	Data Structure	3/1
<input type="checkbox"/>	<input type="checkbox"/>	0112322	Java Advanced	3	2	2	Data base System (1)	3/1
<input type="checkbox"/>	<input type="checkbox"/>	0112323	Programing of Internet application	3	2	2	Web Design	3/1
<input type="checkbox"/>	<input type="checkbox"/>	0112333	Operating Systems	3	3	0	Organization and Computer Architecture	3/2
<input type="checkbox"/>	<input type="checkbox"/>	0112434	Embedded systems	3	3	0	Operating	4/1

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							Systems	
B. Mandatory Minor Requirements (37) Credit Hours								
<input type="checkbox"/>	<input type="checkbox"/>	0132121	Introduction to Multimedia Systems	3	3	0	Introduction to Information Technology	1/2
<input type="checkbox"/>	<input type="checkbox"/>	0132211	Human Computer Interaction	3	3	0	Introduction to Multimedia Systems	2/1
<input type="checkbox"/>	<input type="checkbox"/>	0132122	Computer Packages	3	2	2	Introduction to Information Technology	2/2
<input type="checkbox"/>	<input type="checkbox"/>	0132223	Multimedia Tools & Packages	3	2	2	Computer Packages	3/2
<input type="checkbox"/>	<input type="checkbox"/>	0132325	Animations	3	2	2	Multimedia Tools & Packages	3/1
<input type="checkbox"/>	<input type="checkbox"/>	0132326	Digital Audio	3	3	0	Introduction to Multimedia Systems	3/1
<input type="checkbox"/>	<input type="checkbox"/>	0132352	Digital Video	3	2	2	Computer Packages	3/1
<input type="checkbox"/>	<input type="checkbox"/>	0132331	Digital Image Processing	3	3	0	Computer Packages	3/2
<input type="checkbox"/>	<input type="checkbox"/>	0132329	Cinematic & T.V Production	3	2	2	Digital Video	3/2
<input type="checkbox"/>	<input type="checkbox"/>	0132441	Data Visualization	3	2	2	Digital Image Processing	4/1
<input type="checkbox"/>	<input type="checkbox"/>	0132451	Virtual Vision	3	2	2	Digital Video/ synch.	4/1
<input type="checkbox"/>	<input type="checkbox"/>	0132461	Methodology of Multimedia Projects documentation	1	0	2	Dept. App.	4/1
<input type="checkbox"/>	<input type="checkbox"/>	0132462	Graduation Project	3	3	0	Methodology for preparing and documenting multimedia projects	4/2
C. Major supporting requirements (6) credit hours								
<input type="checkbox"/>	<input type="checkbox"/>	0113251	Management of electronic information systems	3	3	0	Introduction to Information Technology	2/1
<input type="checkbox"/>	<input type="checkbox"/>	0112251	Data base System (1)	3	2	2	Object Oriented Programming	2/2
D. Major electives (9) credit hours								
<input type="checkbox"/>	<input type="checkbox"/>	0132254	Electronic Media and Social Media	3	3	0	Introduction to Multimedia Systems	2/2
<input type="checkbox"/>	<input type="checkbox"/>	0132312	Multimedia & e-Learning	3	2	2	Multimedia Tools &	3/1

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							Packages	
<input type="checkbox"/>	<input type="checkbox"/>	0132433	Color Spectrum	3	2	2	Introduction to Multimedia Systems	4/1
<input type="checkbox"/>	<input type="checkbox"/>	0132328	Computer Graphics	3	3	0	Digital Image Processing	3/2
<input type="checkbox"/>	<input type="checkbox"/>	0132353	Game Design	3	2	2	Multimedia Tools & Packages	3/2
<input type="checkbox"/>	<input type="checkbox"/>	0132442	Selected Topics in Multimedia	3	3	0	Dept. App.	4/2

Fourth: free electives (3) Credit Hours

(Student may choose any course from any course plan at the university unless the student had passed it previously)

❖ Co-requisite

Courses Given to Other Majors)

Course number	Course title	Credit hours	Type of requirement (University Requirements, Faculty Requirements, Supporting Requirements)
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