

Today's games and mobile forms of content are combined variously. They are applied to the multimedia design for overall learning.

- **MM606 Multimedia Authoring Seminar 3 credits**

The ability to combine in a variety of media objects and stories or scenarios of the author and title yeonchulhae a technique common concepts, development tools, classification and data conversion, integration and synchronization of media data, the unit object in the collection and editing training through seminars and general information about learning.

- **MM608 Multimedia Contents Authoring 3 credits**

Multimedia content available on the multimedia refers to all services, comics, games, voice, sound, images, video and digital production, distribution and processing the various information or its contents to allow you to take advantage of it.

- **MM609 e-business Special Lecture 3 credits**

Between the corporate and consumer e-commerce, unspecified information is through e-commerce between companies in the development of communication technology and enabled by the spread of Internet.

Internet E-commerce provides the students with network protocols, encryption programs, applications, real-time applications, e-currency, digital information, including information security consists of various technologies related to electronic commerce.

- **MM610 Multimedia Marketing Seminar 3 credits**

In the past, companies were communicating to their customers in a one way. But now, through the development of a multimedia, interactive communication became possible. In this situation, through seminars, students will learn general information for internet based 1:1 marketing, or a new form of marketing.

- **MM611 Multimedia Communication Seminar 3 credits**

When combined with communication, multimedia information has a higher value. It includes multimedia information on the overall understanding of the communications environment. Accordingly, learning and practice in the field of multimedia will be helpful. Multimedia content, will be studied rather than the traditional media(Broadcasting, Newspapers, etc.) through high-speed Information Communication systems which is required to deliver elsewhere in the theory, infrastructure, protocols(ATM, Gigabit Ethernet, etc.). And, the development of application systems(Video Conference, Video Telephone, VOD, Remote Education, etc.) will be studied through seminars.

- **MM612 Game Authoring Project 3 credits**

Detailed and comprehensive production capabilities can be prepared for the game. And, a

project to develop Internet computer games should be executed. In the main development practices, the development results is fully understood by examining theory. After that, a team of 2-3 people is on the game developmen projects. Through this understanding of game development and multimedia production and integration of theory and experience for the order provide opportunities.

- **MM613 Multimedia Authoring & Implementation 3 credits**

Scenarios designed to suit various media objects are directed(author or integration) to use an authoring tool. The ability to combine various media objects and story or scenario is a technique for directing the training. And implementation of these techniques are directly for the focused learning.

- **MM614 Media Research Methodology I 3 credits**

This class will establish the theoretical and logical basis of a scientific research methodology for the media. Students will be equipped with independent research survey design, data collection and analysis, and the ability to accommodate all the courses.

- **MM615 Communication Theory 3 credits**

Communication phenomenon and its various theories related to learning. MM616 Study of Broadcasting & Video 3 credits This class will study the broadcast and video from the perspective of communication.

- **MM617 Workshop of Computer Graphics Design 3 credits**

Multimedia content is effective in expressing the understanding of the concept of graphic design. And efficient method to study the subject as represented, is required for the expression of multimedia content production method of communication by way of representation. Subjects include the main contents of the nature of graphic design, marketing, consumer behavior, psychology and human engineering research.

- **MM618 Study of Graphics Design 3 credits**

Computer graphic design is a subject expressed through the design of the basic theoretical knowledge, or by using computer imaging, shape, space plans.

It is defined by expressing the general advertising, posters, illustrations, motion graphics, photo collages, the game screen, character design and other uses 2D graphics.

Computer graphics are used in the design field, games and mobile forms of content are combined in the variety.

As a major training course, Illustrated, Photoshop, MM Director, Flash, etc. using other authoring tools to express 2D graphics.