Title (Units): **COMP4076 Selected Topics in Digital Media and Mobile Technology (3,2,1)**

Course Aims: To learn some state-of-the-art topics in digital media or mobile technology

Prerequisite: The prerequisite depends on the selected topics. The prerequisite and the selected topics will be announced before the semester starts.

Course Intended Learning Outcomes (CILOs):
Upon successful completion of this course, students should be able to:

No.	Course Intended Learning Outcomes (CILOs)
	Knowledge
1	Describe the importance of the selected topics in digital media and mobile technology
2	Describe the problems involved in the selected topics and explain the solutions to these problems
	Transferable Skill
3	Master problem solving and/or practical skills relevant to the selected topics

Calendar Description: Students will learn some state-of-the-art topics in digital media or mobile technology.

Teaching and Learning Activities (TLAs):

CILOs	Type of TLA
1, 2, 3	The specific teaching and learning activities depend on the topics covered. These activities may include some of the following: i) students will attend lectures to learn the principles of the topics covered, ii) they will be given open-ended tutorial questions for class discussion and in-depth learning, iii) they will attend laboratory sessions to learn the practical aspects of the topics covered, iv) they will study some real-world cases which illustrate the topics covered, v) they will work on written assignments to consolidate and apply what they have learnt, vi) they will work on a term paper and/or a project which involve information gathering, self-reading, critical thinking and creativity.

Assessment:

No.	Assessment Methods	Weighting	CILOs to be addressed	Description of Assessment Tasks
1	Continuous Assessment	30%	1, 2, 3	Continuous assessments are designed such that students apply what they have learned to solve the problems involved in the selected topics.
2	Examination	70%	1, 2, 3	Final examination questions are designed to assess students' understanding in the concepts and their ability in applying these concepts to solve problems.

Assessment Rubrics:

Level of Achievement	General Presentation	Reasoning, Argumentation
Excellent (A)	• Addresses questions explicitly • Presents answers clearly and logically	• Demonstrates accurate and complete understanding of the concepts involved • Provides arguments in consistent and thorough manner • Capable of addressing in-depth and tricky issues
Good (B)	• Addresses most questions explicitly but a few questions tangentially	• Demonstrates good understanding of most of the concepts involved

	• Presents most answers clearly and logically	• Provides most arguments in consistent and thorough manner
Satisfactory (C)	• Addresses some questions explicitly but other questions tangentially • Presents some answers clearly	• Demonstrates satisfactory understanding of some of the concepts involved
Marginal Pass (D)	• Addresses a few questions explicitly • Presents a few answers clearly	• Demonstrates basic understanding of the key concepts involved
Fail (F)	• Does not address most questions explicitly • Does not present most answers clearly	• Does not demonstrate basic understanding of the key concepts

Course Content and CILOs Mapping:

Content		**CILO No.**
I	One or more state-of-the-art topics in Digital Media or Mobile Technology	1, 2, 3

References:

- The references depend on the selected topics. Typically these references include advanced reference books and/or selected articles from journals, magazines, conference proceedings, research monographs, etc.

Course Content:

Topic

I. One or more state-of-the-art topics in Digital Media or Mobile Technology
   - Digital Media Compression
   - Multimedia Data Embedding and Watermarking
   - Multimedia Systems: Architectures, Storage, Retrieval, Networking
   - Content Delivery Networks
   - Internet Multimedia
   - Mobile Communication Systems: Architectures, Algorithm/Protocol Design and Analysis
   - Mobile Applications and Services (Such As Location-based Services)
   - Wireless Multimedia
   - Cloud Computing
   - Internet of Things
   - Other contemporary topics in Digital Media or Mobile Technology