IDEA Objectives:  E= 4  
I= 2

WILMINGTON UNIVERSITY  
COLLEGE OF TECHNOLOGY  
MASTERS OF SCIENCE - INFORMATION SYSTEMS TECHNOLOGIES  
BASIC COURSE INFORMATION

Course Title:  Streaming Media  
Course Number:  DSN 6010

I.  RATIONALE  
The course aims to simplify terminology, and provide in depth technical software and hardware information which will enable emerging developers to choose the appropriate tools to help them use streaming media technology.

II.  MAJOR INSTRUCTIONAL GOALS  
Goal A  Demonstrate an understanding of basic streaming terminology  
Learning Outcomes:  The student will:  
A-1  Determine advantages/disadvantages of Streaming Media  
A-2  Identify basic streaming technology  
A-3  Determine and evaluate source material  
A-4  Evaluate and determine network requirements  

Goal B  To demonstrate the understanding of the encoding and publishing streaming video  
Learning Outcomes:  The student will:  
B-1  Evaluate hardware and software compression tools  
B-2  Evaluate and develop encoding workstation requirements  
B-3  Produce and publish streaming content segment  
B-4  Evaluate, document, and investigate future solutions  

III.  METHODOLOGY  
A.  Evaluation Procedure  
Class participation/In Class Assignments 20%  
Terminology/Evaluation Paper 20%  
Quizzes Week 2 and Week 4 10%  
Final Project uploaded to web server 35%  
Final Project Presentation 15%  

IV.  CLASS PARTICIPATION:  
Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.  
Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.  

V.  CLASS SCHEDULE - OUTLINES – READINGS:
A “structured external assignment” will constitute the closing activity for this course. Students will be asked to submit a topic for instructor approval that integrates IT concepts discussed in class into the student’s vocational or educational interests or workaday environment. Ideally, a “planning paper” will result that is topical, and possesses significant utility within the student’s job-related responsibilities or educational/vocational interests.

Note: A cooperative and participative learning strategy will be deployed with every expectation that the student will contribute heavily, in a self-directed action-learning mode, to this educational experience. Students should anticipate that assignments, and this syllabus, will be adjusted to match the pace of the course, the class size, and to meet the needs of individual students.