[Course Title] Exploring Multimedia and Internet Computing

[Course Code] COMP 1001

[No. of Credits] 3

[Any pre-/co-requisites] Exclusion(s): ISOM 2010, any COMP courses of 2000-level or above

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Course Description

This course is an introduction to computers and computing tools. It introduces the organization and basic working mechanism of a computer system, including the development of the trend of modern computer system. It covers the fundamentals of computer hardware design and software application development. The course emphasizes the application of the state-of-the-art software tools to solve problems and present solutions via a range of skills related to multimedia and internet computing tools such as internet, e-mail, WWW, webpage design, computer animation, spread sheet charts/figures, presentations with graphics and animations, etc. The course also covers business, accessibility, and relevant security issues in the use of computers and Internet.

Intended Learning Outcomes (ILOs)

By the end of this course, students should be able to:

1. Use the basic software tools in Microsoft Office to solve problems and present the solutions in documents or presentations.

2. Design a website involving text, graphics, audio, and video components.

Assessment and Grading

This course will be assessed using criterion-referencing and grades will not be assigned using a curve. Detailed rubrics for each assignment are provided below, outlining the criteria used for evaluation.

Assessment Task	Contribution to Overall Course grade (%)
Exam	30%
Project	40%
Lecture activities	10%
Quizzes	10%
Labs	10%

Assessments:

Assessment Task	Contribution to Overall Course grade (%)	Due date
Exam	30%	Final Exam Period*
Project	40%	01/05/2025 *
Lecture activities	10%	Immediately after each class*
Quizzes	10%	Before attending each lecture*
Labs	10%	Immediately after each lab*

* Assessment marks for individual assessed tasks will be released within two weeks of the due date.

Mapping of Course ILOs to Assessment Tasks

Assessed Task	Mapped ILOs	Explanation
Exam	ILO1, ILO2	ILO 1: Students may be asked theoretical questions or scenarios requiring the application of Microsoft Office tools (e.g., interpreting spreadsheet data, formatting documents, or evaluating presentation structures). ILO 2: Exam questions may test students' understanding of multimedia integration and the design principles of effective websites.
Project	ILO1, ILO2	ILO 1: Students will create a multimedia-rich presentation or report using Microsoft Word, Excel, and PowerPoint, showcasing their ability to organize, analyze, and present information effectively. ILO 2: The project will involve designing a comprehensive website that includes text, images, videos, and audio clips, integrating design and accessibility principles.
Lecture activities	ILO1, ILO2	ILO 1: In-class exercises and hands-on demonstrations using Microsoft Office (e.g., creating tables in Word, charts in Excel) allow students to practice and refine their skills. ILO 2: Activities include guided tasks in web development platforms, allowing students to experiment with embedding multimedia content and structuring web pages.
Quizzes	ILO1, ILO2	ILO 1: Quizzes may include multiple-choice or short-answer questions that test knowledge of Office tool functions and their appropriate application. ILO 2: Questions may assess knowledge of HTML elements,

		multimedia file types, or accessibility features in web design.
Labs	ILO1, ILO2	ILO 1: Labs will provide hands-on practice with software tools like Word, Excel, and PowerPoint, requiring students to solve problems and format documents or slides. ILO 2: Lab sessions will include step-by-step guidance to build web pages using multimedia, including practical exercises for inserting images, videos, and managing layout.

Grading Rubrics

Criteria	Excellent (A)	Good (B)	Satisfactory (C)	Marginal/Fail (D/F)
Exam (30%)	Accurate, well-reasoned solutions using appropriate tools	Generally correct with minor issues in method	Basic attempts, some errors in logic or selection	Incorrect, incomplete, or missing answers
Project (40%)	Addresses real-world problem with clear connection and execution	Good connection, some content gaps	Partially relevant or simplistic	Poorly aligned, unclear purpose or content
Lecture Activities (10%)	Actively engages, asks questions, completes tasks independently	Participates with some support	Passive participation, minimal input	Rarely participates or off-task
Quizzes (10%)	90–100% correct	75–89% correct	60–74% correct	<60% correct
Labs (10%)	All labs submitted on time, well-documented and complete	Most labs submitted, generally complete	Some missing or incomplete labs	Poor or missing submission

Final Grade Descriptors:

Grades	Short Description	Elaboration on subject grading description
A	Excellent Performance	[Example: Demonstrates a comprehensive grasp of subject matter, expertise in problem-solving, and significant creativity in thinking. Exhibits a high capacity for scholarship and collaboration, going beyond core requirements to achieve learning goals.]
B	Good Performance	[Example: Shows good knowledge and understanding of the main subject matter, competence in problem-solving, and the ability to analyze and evaluate issues. Displays high motivation to learn and the ability to work effectively with others.]

C	Satisfactory Performance	[Example: Possesses adequate knowledge of core subject matter, competence in dealing with familiar problems, and some capacity for analysis and critical thinking. Shows persistence and effort to achieve broadly defined learning goals.]
D	Marginal Pass	[Example: Has threshold knowledge of core subject matter, potential to achieve key professional skills, and the ability to make basic judgments. Benefits from the course and has the potential to develop in the discipline.]
F	Fail	[Example: Demonstrates insufficient understanding of the subject matter and lacks the necessary problem-solving skills. Shows limited ability to think critically or analytically and exhibits minimal effort towards achieving learning goals. Does not meet the threshold requirements for professional practice or development in the discipline.]

Course AI Policy

Generative AI can be used in project proposal and final project demo video.

Communication and Feedback

Assessment marks for individual assessed tasks will be communicated via Canvas within two weeks of submission. Feedback on assignments will include strengths and areas for improvement. Students who have further questions about the feedback including marks should consult the instructor within five working days after the feedback is received.

Resubmission Policy

All students are required to adhere strictly to the deadlines posted on Canvas. Late submissions will not be accepted under any circumstances, unless prior approval has been granted for exceptional cases. Please plan your time carefully and check Canvas regularly for assignment due dates.

Required Texts and Materials

N/A

Academic Integrity

Students are expected to adhere to the university's academic integrity policy. Students are expected to uphold HKUST's Academic Honor Code and to maintain the highest standards of academic integrity. The University has zero tolerance of academic misconduct. Please refer to Academic Integrity | HKUST – Academic Registry for the University's definition of plagiarism and ways to avoid cheating and plagiarism.

Additional Resources

N/A