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EUROPEAN COMPUTER DRIVING LICENCE
Multimedia Publishing
Syllabus

Purpose

This document details the syllabus for *ECDL Multimedia Module 3 – Multimedia Publishing*. The syllabus describes, through learning outcomes, the knowledge and skills that a candidate for ECDL Multimedia should possess. The syllabus also provides the basis for the theory and practice-based test in this module.

Note

The official version of the syllabus for ECDL Multimedia Version 1.0 can be found on the web site www.ecdl-multimedia.it, and it was released in 2011.

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Multimedia Module 3 – Multimedia Publishing

The Multimedia Publishing Module requires the candidate to use applications to create multimedia projects for publication on the net or for sharing via different optical digital media.

The candidate shall be able to design and create a multimedia project to be published on the Internet or shared via email or digital media.

The candidate will also show familiarity with creating simple web pages.

CATEGORY	SKILL SET	REF.	TASK ITEM
3.1 Fundamentals	3.1.1 Digital media characteristics	3.1.1.1	Know what optical-digital media is and the types available (CD, CD-ROM, VCD, DVD, Blu-ray, HD DVD).
		3.1.1.2	Identify optical-digital media by their storage capacity.
		3.1.1.3	Know the main advantages of using optical-digital media.
		3.1.1.4	Understand how to use the different media in their correct environment (such as PCs, TVs, recording systems).
		3.1.1.5	Store or transfer multimedia accounting for size, quality, access speed.
3.2 Multimedia projects	3.2.1 Characteristics of a multimedia project	3.2.1.1	Know the components of a multimedia project and its characteristics.
		3.2.1.2	Organize a multimedia project in a logical way.
		3.2.1.3	Determine the most suitable media type from the characteristics of the project which has to be stored or transferred.
	3.2.2 Development of a multimedia project	3.2.2.1	Add multimedia content to a project.
		3.2.2.2	Understand what menus and submenus in a multimedia project are and why it is important to use them.
		3.2.2.3	Organize a multimedia project by menus and submenus.
		3.2.2.4	Select a suitable layout for the menu.
		3.2.2.5	Change the font for the menu items.
		3.2.2.6	Add background music.
		3.2.2.7	Choose a preview image.
3.2.3 Burning	3.2.2.8	Create scenes.	
	3.2.2.9	Link created scenes to the project submenu.	
	3.2.3.1	Correlate the type of rendering to the device which will manage the multimedia content like: TV, PC-internet, PC, videophone, portable devices.	

CATEGORY	SKILL SET	REF.	TASK ITEM
3.3 Publishing and sharing	3.3.1 Fundamentals	3.2.3.2	Set up the burning application by choosing the burning speed, creating one or more sessions, and start the burning process.
		3.3.1.1	Know the different publishing methods.
	3.3.2 Compression	3.3.1.2	Know how the different type of digital files can be published and read on the Internet.
		3.3.1.3	Know the limits of format and size for publishing a project on the Internet.
		3.3.2.1	Understand the need of compressing content before it is publishing on the Internet or sent via email.
	3.3.3 Online publishing	3.3.2.2	Understand the consequences of compressing multimedia contents: quality loss, file size reduction.
		3.3.2.3	Compress different types of files for publishing on the web.
		3.3.3.1	Recognize the different methods for sharing multimedia contents online, such as embedding the content in a page, sharing hyperlinks, exporting content to external multimedia players.
		3.3.3.2	Upload a multimedia project on the web.
	3.3.4 Access contents online	3.3.3.3	Embed multimedia contents in a web page.
		3.3.3.4	Add a hyperlink to a web page for a multimedia project.
		3.3.4.1	Understand the difference between enjoying multimedia content via downloading and via streaming.
	3.3.5 Email sending	3.3.4.2	Understand what Really Simple Syndication (RSS) feed is.
		3.3.4.3	Know how RSS can be used to distribute multimedia contents.
	3.3.6 File management	3.3.5.1	Send multimedia content via email.
		3.3.6.1	Import audio contributions from CD-DAs, web or other to a computer or a multimedia player.
		3.3.6.2	Add information to be associated with an audio file like name, artist, album, track number, using a player for playing and sorting multimedia files.
			3.3.6.3

CATEGORY	SKILL SET	REF.	TASK ITEM
3.4 Copyright	3.4.1 Contents copyright	3.4.1.1	Understand the concept of intellectual property and copyright.
		3.4.1.2	Be aware of the methods of copyright enforcement.
		3.4.1.3	Know the regulations in force to protect copyright for audio and video contents.
		3.4.1.4	Understand how Creative Commons licenses can allow creators to waive some rights for the benefits of other creators.
	3.4.2 Copyright of online contents	3.4.2.1	Know how to comply with the copyright law in regard to online content.
		3.4.2.2	Know the restrictions for use of videos, images, audio (voice, music, sound), logos and trademarks available on the web.
		3.4.2.3	Know the meaning of privacy and image rights.
		3.4.2.4	Know the meaning of legal release.