The following subjects were approved by the Department of Multimedia and Graphic Arts to be offered with special arrangements with the cooperation of the academic community, (students may carry out exams or projects via the medium of the English language) Spring semester (MGA 243) and for Fall semester (MGA 400 & MGA 410).

Students who choose those subjects have to be careful because it is required to have the prerequisite knowledge for each course as outlined in the table http://www.cut.ac.cy/mga/Undergraduate+studies/Module+descriptions/.

MGA 410	Multimedia Applications	The course includes the study of at least three different case studies related to multimedia applications. For each case under investigation, students should develop multimedia projects that are consistent with the requirements, specifications and schedules that will be set, and which will be incorporated into an electronic portfolio. The work for this course will be completed during the placement of students in related businesses. The cases that will be investigated, will involve multimedia applications in different fields such as education, advertising, management and e-commerce. The evaluation work will be based on written and oral presentation of the assignment that will be done in each case. **_Prerequisite: MGA 243, MGA 315 and MGA 316_**
MGA 243	Programming for Multimedia	The main objective of this course is to familiarize students with programming techniques in the context of multimedia applications. More specifically: - Learning basic programming principles, algorithmic thinking, and data structures in the context of multimedia application design and development. - Design, implementation, testing and elimination of errors in multimedia applications. - Evaluation of various solutions to a given programming problem. - Introduction to a high-level programming language using various multimedia libraries for the processing and reproduction of text, audio, image and video. **_Prerequisite: MGA 241: Design and Computers_**
MGA 400	Graphic Arts Applications	In this course students learn about the design, organization and importance of the portfolio, through which each student expresses and develops individuality and

authenticity of design style. Students prepare and practice in methods of presentation for academic and professional purposes using multimedia. The students also take part in local and international competitions and actively contribute constructively in the community, by promoting a wider understanding and appreciation of graphic arts. In this course, students participate in activities where they have contact with real customers or organizations in order to realistically explore data resulting from such work.

Prerequisite: MGA 303: Graphic Design and Advertisement