

Lesson One and Two: Lesson Requirements

Objectives

1. To help students understand what is required for completion of the course.
2. Introduce students to the multimedia assets required to complete the web (tablet sites).
3. Cover key words/terms so students can gain an understanding of industry terms of multimedia site development.

| Learning Outcome (LO) | Pass | Merit | Distinction |
|--|--|---|--|
| The learner will: | The assessment criteria are the pass requirements for this unit. | To achieve a merit the evidence must show that, in addition to the pass criteria, the learner is able to: | To achieve a distinction the evidence must show that, in addition to the pass and merit criteria, the learner is able to: |
| The learner can: | | | |
| 1 Understand principles of interactive media authoring | P1 summarise accurately the principles of interactive media authoring with some appropriate use of subject terminology | M1 compare and contrast interactive media authoring products | D1 explain the benefits and drawbacks of the different formats that can be used to deliver interactive media authored products |

Key Words

| | | |
|----------------|-------------------|-----------------|
| Design | Animation | Testing |
| Review | Evaluation | Mobile Learning |
| Implementation | Conceptualization | Creation |

Starter

Ask students about their knowledge of web development. Q and A session to include the following questions:

What is multimedia development?

Explain to me what you know about multimedia development.

Give me examples of multimedia products.

Do you think the products are effective? Why? Why not?

What tools do you know which can help you produce multimedia products?

What delivery methods are there for multimedia products?

What is accessibility?

Why is accessibility important?

Teacher will: Show examples of web and mobile sites. Discuss structure of multimedia site (tablet/web/CD-ROM/Interactive TV)

Also show student the videos in the Lessons folder and have them explain what interest them about the videos. They should write notes which drive the class discussion.

Main Activity

Students will be introduced to the **concepts of interactive media design**.

(P1-M1) Task One –Discuss with the students the different principles. See [Prezi link](#) to help students understand the concepts. Template for students can be [found here](#). Concepts includes:

1. Planning/conceptualization
2. Design
3. Creation
4. Implementation
5. Testing
6. Review and evaluation

The process above is called the production process. Students **MUST** explain each part in as much detail as possible. Use this document – [link here](#).

(P1-M1) Task Two – students will need to give a **definition of interactive media authoring in their own words**.

P1-M1) Task Three – students will need to give a **definition of tools** used for interactive media authoring.

Examples of tools they can cover are:

1. Dreamweaver – [link to site](#)
2. Adobe Muse – [link here](#)
3. Adobe Flash – [link here](#)
4. Adobe Edge animate – [link here](#)
5. WYSIWYG (what you see is what you get) – [type of WYSIWYG](#)
6. Adobe Photoshop – [link here](#)
7. Adobe After Effects – [link here](#)
8. Java – [link here](#)

Discuss each of the tools to help the students get a concept of what and how they are used in a professional capacity. Have students search for the benefits of the particular software. In example below, I have searched for the benefits of using Adobe Dreamweaver. [Link here](#).

Students will need to make a list of the benefit and disadvantages. (Advantages will out weight the disadvantages)

Stretch - Extension Activity

[The principles of design](#) – carryout research on the following terms and find out how they related to interactive media design. (the document is linked to a site to help you complete the task)

- Balance
- Proportion
- Rhythm
- Emphasis
- Unity

Support - Support Resources

Sources materials are as listed:

[Principles of Interactive Media](#) – pdf document, which covers the principles of Interactive media design.

http://prezi.com/ohvec3y6i_x2/principles-of-interactive-media-authoring-authoring/ - Prezi presentation which covers the principles of interactive design.

Plenary

Discuss the areas where the students are having issues. Summarize the **concepts of interactive media design**.

Students will need to cover the sections they have not completed. This will be different for each of the students.

Homework

Continue working on the principle of design document. They will need to carryout research looking at the different types of multimedia products. (Examples include looking at their interactive TV, websites, mobile phone sites and CD-ROMs.

Task – take pictures of the interactive menus on your TV so you can use them as example for the next task. Do the same for the different interactive websites.