

Lesson Seven and Eight: Lesson Requirements

Objectives

1. To help students understand what's required to plan their school site.
2. Discussing the target audience and ensuring that the page elements reflect the designs.
3. Discuss the optimization of site content

2 Be able to devise an interactive media product	P2 generate outline ideas for an interactive media product working within appropriate conventions and with some assistance	M2 produce annotated design documentation for an interactive media product to meet a client need	
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Key Words

Prototyping	Review	Usability
Drawings	Evaluation	Conceptualization
Annotating	Alternative pathways	Implementation

Starter

Show the students different examples of different drawing, which makes up a site. Walk the students through the following site and they will need to list on paper what they think are the most important parts of the site. They will also need to list at least two reasons why they think it is important and how it benefits the people visiting the site.

Have the students listen to the one of the videos about storyboarding.

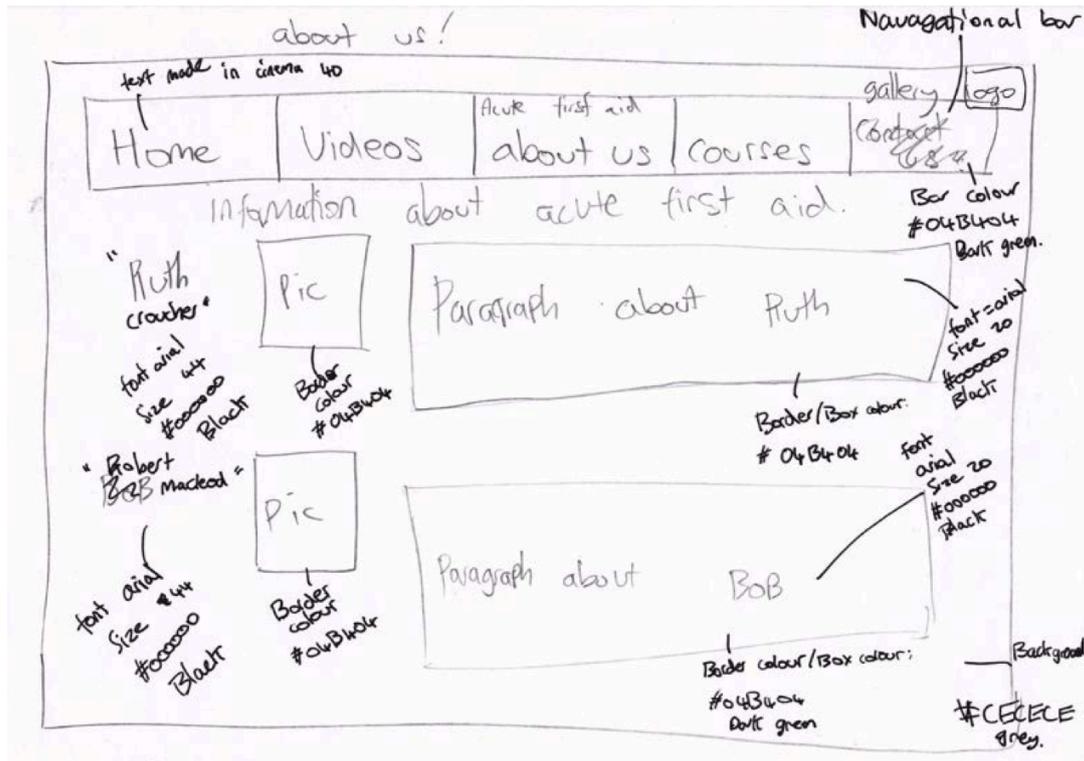
<https://www.youtube.com/watch?v=BSQJiSUI0z8> -

<https://www.youtube.com/watch?v=UefK9iwR-0w>

Main Activity

Start discussing with students the different elements that make up a website/tablet site. Look at the structure and elements that make us a page.

Start designing the school's interactive site. You will need to re-read the brief to get an idea of what the task you need to complete is. **Designs should be done on paper.** (we will scan these later) **Students MUST** annotate each of the items on each of the drawings. See example below.



In order to help, review the sites you have carried out research on.

1. Make a **checklist** of the elements you wish to have on the site (may be a great idea to see the site specifications provided by Mr Ryan)
2. Think about the name of the pages you will have (again see site specifications)
3. What format is the site going to be exported in?
4. Who is the target audience?
5. Think about the site navigational structure.
6. Alternative pathways (extra navigational structure in the footer)
7. Think about the colour of the body fonts, title fonts
8. Think about the size of the body font, title fonts

Pick out the elements you wish to use on the school's Sixth form site such as the navigational structure, placement of images, interactive banners, videos, sound, link to YouTube videos, text and animation. (see criteria)

Start designing the pages using the checklist you have compiled.

Stretch - Extension Activity

In order to give Mr Ryan an option of the outline of the site, students will need to draw another prototype of the site where maybe they have added more elements or changed the structure of the navigational bar. Remind the students it is not for them but the client when design and structuring the site.

Support - Support Resources

<http://instructionaldesign.org/storyboarding.html> - instructional design site that explain the why in design.

<http://www.webbizideas.com/prototyping> - this website explains the value of prototyping and puts it in real life context.

<http://sixrevisions.com/user-interface/website-wireframing/> - this site explain the importance of wireframing (prototyping – drawings)

Plenary

Have the students compare their drawings to help ensure they have all the elements required for completion of the drawings. They should have created a **checklist** of all the elements for each of their pages. Have them use this **checklist** as a guide.

What should I have at the end of the unit?

Below are all the items you should have at the end of this section of your coursework.

1 P,M	<ul style="list-style-type: none"> • Student will need to explain the production process - Planning/conceptualization • Design • Creation • Implementation • Testing • Review and evaluation <p>You need to make sure you have explained each and how the process works together.</p>	
2	Definition of interactive media authoring	
3	List of tools used for media authoring	
4	Definitions of tools used for media authoring	
5	Explanation of the principles of design	
6		
7	Document comparing and contrasting at least 4 different interactive media authoring products from at least two different formats.	
8	Explanation of how the principles of design related to the 4 different products you compared and contrasted.	
9 P,M,D	Explanation of the benefits different formats which can be used to deliver interactive authoring products. (Formats includes web, CD-ROM/DVD, kiosks, interactive TV, mobile devices)	
10	Explanation of the drawbacks different formats which can be used to deliver interactive authoring products. (Formats includes web, CD-ROM/DVD, kiosks, interactive TV, mobile devices)	