

Lesson Three and Four: Lesson Requirements

Objectives

1. To help students complete the first section of the course
2. Introduce students to the principles of design (using the *resources provide in the support resources section*)
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	Target audience	Implementation
Navigational Structure	Format	Conceptualization
Client needs	Content	Legal Consideration

Starter

Recap from last lesson. Show students examples of the different type of interactive materials such as websites, mobile sites and tablet sites.

Main Activity

(P1-M1) Task Four – students will need to compare and contrast at least 4 different interactive media authoring products from at least two different formats. (**Example** – 2 from the web and two from mobile technology)

MUST use print screens to help illustrate your points. (open and use the same Microsoft Word document they have been using)

- [The principles of design](#) – you need to covers the principles for each of the products:
 - · Balance
 - · Proportion
 - · Rhythm
 - · Emphasis
 - · Unity

Distinction criteria

(P1-M1-D1) - Explain the benefits of the different formats, which can be used to deliver interactive authoring products. (Formats includes web, CD-ROM/DVD, kiosks, interactive TV, mobile devices) [See example here](#) – do the same for each of the items above.

(P1-M1-D1) - Explain the **drawbacks** of the different formats, which can be used to deliver interactive authoring products. (Formats includes web, CD-ROM/DVD, kiosks, interactive TV, mobile devices) [See example here](#) – do the same for each of the items above.

Stretch - Extension Activity

Cover the distinction criteria and show examples using print screens. Give examples of how exporting the content will help make the sites – content more **useful for you and for the target audience**.

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.

Powepoint internet slideshow

<http://www.slideshare.net/hinaarshad3551/advantages-and-disadvantages-of-multimedia>

The presentation of the course

<http://shrdocs.com/presentations/8021/index.html>

Presentation

<http://multimediasources.weebly.com/advantages-and-disadvantages.html>