



## A2 Year 13 Unit 10 Using Multimedia Software

### **SCENARIO**

Your work for this unit will culminate in the design, development and testing of an interactive multimedia product for a specified target audience. You will establish the functional requirements of the product at the outset and carry out formative evaluation and testing throughout its development.

You will learn the importance of seeking and making use of feedback from others to help you in your work. The summative evaluation of your work for this unit will include a selfassessment of your current skill level and an indication of what else you need to know or be able to do in order to further enhance your ability to produce interactive multimedia products

# 1 Functional Specification

Create a functional specification that:

- **fully describes** the purpose of the product, the context and intended audience
- **explains clearly** what it must do
- **specifies measurable success criteria.**

See the exemplar Functional Specification available on the school website also available at

<http://www.softwarereality.com/lifecycle/functionalspec.jsp>

## 2 Designs

You must produce comprehensive design documentation for the multimedia product that addresses all of the functional requirements and is tailor-made for audience and purpose.

You must:

- give full consideration to all aspects of multimedia design, including interactivity and the user interface
- select appropriate types of multimedia components (ready-made and original) and combined them effectively to convey information (Pictures, sound, animation, text, video)

You should consider the following designs:

- Product / GUI Interface
- Animation descriptions and designs
- Product Timeline
- Video Storyboard
- Navigation Diagram

The Product / GUI Interface from above should include:

- The position and size of any logo, page title, navigation buttons (menu system) other possible controls, content etc
- Font sizes, style and colour for any text
- Any background colours
- Any borders

- Where the viewer will first focus on the page
- Use of Web safe colours
- Accessibility Issues
- Usability Issues

### Web Content Accessibility Guidelines

<http://www.w3.org/TR/1999/WAI-WEBCONTENT-19990505/wai-pageauth.txt>

and

Usability Views

[http://www.usabilityviews.com/popular\\_by\\_backlinks.html](http://www.usabilityviews.com/popular_by_backlinks.html)

Are useful when making design choices and annotating your designs

You must:

- evaluate each prototype produced, in terms of fitness for purpose/audience.

For full marks in this band, you must have produced a creative, quality product — something that stands out from the crowd!

You must:

- Involve others in evaluating prototypes and show clearly how feedback from test users was used to shape and refine the design.

## 3 Product Implementation

You must independently produce a fully working, easy-to-use multimedia product that meets the requirements of the functional specification and makes full use of the facilities of the software.

You must also have provided comprehensive 'getting started with...' instructions, that would enable even a novice user to install and use the product. (Preferably with screenshots)

The software must run automatically off a CD for help with this in Flash try the link below:

<http://www.communitymx.com/content/article.cfm?cid=B31A5>

You must list all the sources you used for text, sound, graphics and video.

You must take screenshots of your work in production and write about what skills / software you used and what video, sound, animation, graphics and interactive components you have created.

Whilst working on the multimedia product, you must demonstrate that you are fully conversant with standard ways of working, these include:

#### File management

- saving work regularly
- using sensible filenames
- setting up directory/folder structures to organise files
- making backups
- choosing appropriate file formats
- using 'readme' files where appropriate to provide technical information, eg system requirements

#### • Quality assurance

- using spell check, grammar check
- proofreading
- seeking views of others

## 4 Testing

You must adopt a systematic approach to testing making good use of feedback from test users.

The table below may help you do this:

Test No	Test Data	Expected Results	Observed Results	Comments
1				
2				
...				

Feedback must be recorded. It is also a good idea to show how you acted on this feedback.

#### Final Testing

As a final test, run the CD on a computer that does not have the authoring package. Try it with your monitor at different resolutions. Also if possible run it under a different operating system such as Vista or a Mac. Log / screenshot all results

For full marks you must show that other people can use the product without assistance.

## 5 Evaluation

You must produce a well-rounded and critical evaluation of both the multimedia product and your own performance/skill level, drawing on feedback from others.

For full marks in this band, you must identify some sensible ways of improving both the product and your own performance.

## **6 E Portfolio creation**

At the end of the project you must present your work in an e portfolio using Macromedia Dreamweaver

- create an appropriate structure for an e portfolio
- collect together all the required information, converting files to PDF if necessary
- provide a table of contents, using hyperlinks / buttons to locate information easily
- test for size, compatibility and ease of use, make sure that the e portfolio conforms to the technical specification. (The maximum size of all your work is 30 MB)

## **Project Schedule and Deadlines**

See document on school website

