

MM 225 Class Objectives

Definitions & General Information

Define *multimedia* and *interactive multimedia*.

Give examples of different channels of communication.

Give examples of communications that require specific media (communication channels).

Describe uses of multimedia in contemporary society.

Discuss professional opportunities available for multimedia specialists.

Media Elements

Discuss the costs and benefits of various communication channels. Describe factors that influence the decision of whether to include various media in a multimedia product.

Describe the skills necessary for producing various media.

Describe the tools—especially software tools—needed to create media.

Discuss different sources for media elements, and the advantages and disadvantages of each source.

Describe the skills and tools needed to produce an interactive multimedia product.

The Multimedia Profession

Describe skills and tools needed to create interactive multimedia other than the skills and tools needed for creating media elements.

Discuss professional opportunities available for multimedia specialists.

Describe a general model of multimedia development, and the activities that occur at each stage.

Typography and Using Text in Multimedia

Describe general guidelines for selecting typefaces to use in multimedia products.

Recognize examples of appropriate and inappropriate usage of type.

Demonstrate understanding of the terminology used in typography.

Authoring Tools

Describe the purpose of authoring software in multimedia development.

List different types of interactivity supported by most authoring tools.

Describe features included in most authoring tools.

Describe the standard development metaphors used in authoring software, and the advantages and disadvantages of each.

Using Authoring Tools

Describe how to do the following using each of the authoring environments introduced in class.

- create distinct screens
- link screens in a sequence
- link screens non-sequentially
- specify the size of display a title will use
- place and format text elements
- import still images, video, and audio
- create transition effects