

HSC IPT | Mini-Assignment: Multimedia

Date due: **Friday 10 July, 2009 (Term 2, Week 10)** | Project weighting: **25%**



Introduction

We truly live in a multimedia-saturated society. Multimedia has become the ubiquitous language of our culture, becoming a natural, intuitive and effective method of communicating in a variety of contexts. Understanding and manipulating this language for useful purposes are skills that must be developed if beneficial information systems are to be built for a digital-native, internet-generation audience.

Project Scenario

You, the apocalypticDESIGN team, have successfully launched the first major stage of a phased conversion from an outdated intranet information system to a totally revamped online site. It has seen intense use over its first three months of operation, logging 244,398 pageviews and accumulating 9252 hours of usage (as at 7pm, Monday 4 May 2009).

In keeping with the original design goals of the new intranet system, the team has been tasked with designing a content-diverse **multimedia system** that integrates seamlessly into the Final Release (Component 3) of each team member's portfolio, and achieves the following purposes:

- Informatively communicates relevant information in a manner appropriate to its genre
- Creatively and professionally showcases the unique strengths of a variety of media types

The genre of the multimedia system is to be chosen by each team member. Here is a list of possible options that team members may consider:

- **Learning Resource.** Create a rich multimedia assessment task, presentation, web quest, alternate reality game, or other resource that assists student learning in a topic within your designated portfolio.
- **Subject Promotion.** Summarise the main elements of a particular subject (or co-curricular program, e.g. Olympiad or Enrichment course) in your portfolio and promote its uptake within the school.
- **Advertising Campaign.** Market and increase awareness of the available content and features of your portfolio's intranet site.
- **Tour Guide.** Describe and cultivate interest in people or places within the school that are associated uniquely with your portfolio.

Assessed Outcomes

- H1.1** Applies and explains an understanding of the nature and function of information technologies to a specific practical situation
- H1.2** Explains and justifies the way in which information systems relate to information processes in a specific context
- H2.2** Develops and explains solutions for an identified need which address all of the information processes
- H3.1** Evaluates and discusses the effect of information systems on the individual, society and the environment
- H4.1** Proposes and justifies ways in which information systems will meet emerging needs
- H6.1** Analyses situations, identifies needs, proposes and then develops solutions
- H7.1** Implements and explains effective management techniques
- H7.2** Uses methods to thoroughly document the development of individual and team projects

- **Personal Profiles.** Strengthen community and intra-school relationships by interviewing key staff and students relevant to your portfolio.
- **News Coverage.** Compose multimedia articles that document an event, issue or aspect related to your portfolio (e.g. excursion, assessment task, “Is private tutoring helpful?”, “The effect of busy-ness on the wellbeing of James Ruse students”).

This list is not exhaustive, but merely a starting point. Team members may select from the list above or choose a unique genre that must be approved by the apocalypticDESIGN team director.

This project is a subset of Component 3, the Final Release of the Website Major Project. It will contain two main components: the multimedia system itself, and a suite of support documentation.

ASSESSMENT COMPONENT 3A: Multimedia System

(Due Term 2, Week 10: Friday 10 July, 2009) – 12 marks

Your multimedia system must incorporate finished products that reflect 6 of the 7 media types (text, hypertext, numbers, audio, images and video) composed in a manner that achieves the aforementioned purposes. A suitable genre must be selected for the team member’s portfolio and the finished products must coherently contribute to this genre.

ASSESSMENT COMPONENT 3B: Support Documentation

(Due Term 2, Week 10: Friday 10 July, 2009) – 10 marks

The following FIVE pieces of support documentation must accompany the final multimedia system:

- Design specifications** for further audio and video products that would complement the final multimedia system, and incorporate more expansive or difficult goals than are practically possible within the assigned time frame
- A **record of the 7 information processes** should be maintained as the multimedia system is developed, including relevant discussion of issues related to software/hardware constraints and design decisions (e.g. organising data: compression levels applied to images, audio and video data).
- The original major project **Gantt chart** should be updated to include a projected timeline for the development of this information subsystem.
- Research three comparable multimedia systems (e.g. websites, television broadcasts, radio programs etc. that align with the chosen genre of your multimedia system) that are professionally produced and designed, and write a **case study** of how each uses its particular medium effectively.
- Write a **constructive critique** of a peer’s multimedia system, assessing it and assigning an appropriate mark based on how competently it achieves the two stated purposes.

Note. Collaboration is highly encouraged (and indeed is probably necessary for certain parts of the system’s development cycle). Contributions and involvement of other apocalypticDESIGN team members, system participants, potential end users and other people in the environment must be recognised and noted where suitable within the multimedia system itself.