Yasir Price

CISY 114

Project 1

"What Multimedia Is All About"

The audience that I have chosen to reach with my presentation are middle school students aged 11 - 13 who have little to no experience with multimedia, but are interested in understanding it. Starting with the Five building blocks, concluding with hardware, software and copyrights. I will utilize Power Point to construct a slide presentation which includes basic writing language to reduce any difficulties the student may have in reading and navigating through the slides. Bright colors and Comic Sans Ms font will also be used to draw and maintain the attention of the students keeping them focused through out the entire Power Point. I will introduce a character that will also keep the student’s attention named lucky. He will follow them as they complete the presentation as a way of feeling like they have encouragement to learn.

Incorporating also a simply layout design with navigation instructions at the beginning of the PowerPoint. It will make it easier for them to navigate through the slides. Creating an interactive presentation that they can have fun and enjoy while learning about multimedia. The plan is to introduce each of the Five Multimedia building block’s which include Text, Images, Audio, Animation, and Video. On an interactive slide that way the student can either decide to follow the PowerPoint or navigate independently. There will also be navigation buttons at the bottom of the presentation to allow them to navigate back and forth. While also having a home button that will take the student’s back to the main slide menu.

Keeping with the fun and educational theme of my multimedia presentation once the building blocks of multimedia are explained. There will also be interactive examples that will engage the student’s and provide them with solid Multimedia that they can understand. I will begin to discuss more hands on topics such hardware and software after. Introducing the students to the tools they can use and some they may have used in order to access and create multimedia in familiar forms. Including playback, creation and concluding with the important role of copyrights in multimedia. In completion of the slide presentation the student should have the ability to understand and discuss the basics of Multimedia and its concepts. While also having the understanding to create their own forms of Multimedia.