Darryl Hellams

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Consideration Document

For project 1, I decided to choose college students who are non-technical for my audience. Being a college student myself, I felt that this area would be good for me. I’m a little familiar with the terms college students, like myself, would know and I am pretty sure most college students know how to operate a computer. Students knowing how to operate a computer should be a good starting point for them to learn how multimedia works. While going through the project, I wanted to make my audience would understand what I was talking about. I tried to put technical terms in the simplest forms possible so non-technical students could understand. I would have to try and think how my audience would think when visualizing my project. I wanted to make the navigation of the project as engaging as possible.

The images that I chose for this project, I tried to keep them as simple as possible. I even used a couple of pictures from one of the lecture powerpoints for my multimedia class. Furthermore, I wanted to try and connect with my audience. So, I used some of the work I did to show my audience that it isn’t too difficult to learn about multimedia and apply it to your own works. I wanted to show them that learning and applying multimedia can really be simple when you put your mind to it.

In addition, the theme that I chose for the project, I wanted to make it a little more modern, some people might even say futuristic in a sense. The background of the project was to be “eye” popping and keep the audience engaged. I felt the background gave the project a sense of “fun” but always was trying to get a point across. I also tried to keep the text to a minimum because I know for a fact that my generation doesn’t like to read that much. I wanted to keep a good amount of visuals in my project so my audience could identify what I was explaining.