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Design Documentation.doc (75 points) – A Microsoft Word document that outlines the following with *copious visual examples* (like the Design Documentation we learn about in class):

- Who your audience is,

College students who are non technical

- What considerations you need to take into account while focusing your presentation to that audience,

Making it understandable/readable. Not a lot of people know in depth of what multimedia actually is.

- How/why you chose to re-frame the provided language,

I feel like that it's just simpler if I reframed it.

- Why you made your choice of fonts, color scheme, and look-and-feel,

The color scheme just depended on my attitude at that time. The font I used was Trebuchet MS (Body) because I feel that its very pleasing to the eyes. In its entirety it just has a good vibe to it.

- Where you chose to put your interface and navigation elements

It was more of a “pick and choose” where you want to go and also a bit linear in some aspects.

- Where you chose to put your interface and navigation elements;

I put my nexus relatively in the beginning of the powerpoint. The navigation element on the other hand, I put them on the bottom of the powerpoint basically forward and back buttons

- **Be sure to include color swatches (with RGB, or Hex values), diagrams, font sample sheets, and other images to illustrate your points. Remember! When you describe something visual in words, provide an image or drawing to go with it that shows what you’re describing.**

RGB values:

144, 194, 38

84, 160, 33

153,202,60

185,209,129

Trebuchet MS, *Trebuchet MS*,
Trebuchet MS,

Normal: abcdefghijklmnopqrstuvwxyz0123456789

Italic: abcdefghijklmnopqrstuvwxyz0123456789

Bold: abcdefghijklmnopqrstuvwxyz0123456789

- All of these choices should reference and be justified by the design principles we learned in class.

I feel like that this powerpoint is easy to read and is understandable.

I have Constant, Repreption, Aliment, Grouping and Proximity.