Multimedia 1 – Final Exam

Please place all of your answers in the blue book. Please fill the book entirely before requesting a second book. Feel free to use sketches, diagrams, cartoons etc. as well as prose to express your answers. For certain questions, haiku will also be accepted.

Make sure your name is on each Blue Book that you submit. At the end of the test, please return this question sheet and all of your BlueBooks to the proctor.

1. What was **the most difficult aspect** about completing your final project and why do you think this aspect was most vexing?
2. List **three technical challenges** that you encountered this semester and how you overcame them. The challenges do not have to be on the final project.
3. List **two aesthetic or design challenges** you faced this semester and the design process(es) you utilized in attaining a resolution.
4. Tell me about **your production experience** on the final project. Where was the most time spent, acquiring content, solving technology problems, developing the design, managing freelance helpers, debugging glitches in navigation and user interface? What did you learn about **the complexities of scheduling** for production through your experiences on the project?
5. Now that you have produced some multimedia projects, you probably have developed some biases about relative importance of the various skills. In an interactive multimedia application, **which is most important**, **the visual design, the interaction design or the technical design** **and why do you feel that way?**

(turn over – continued on other side)

Multimedia production is a many headed hydra[[1]](#footnote-1). The technical needs of this course bump up against the visual design, which bump up against the interaction and navigation design which bump up against production which… you get the picture.

1. **Describe your use of typography, image, audio, animation and video in your project in detail**. For typeface, which typefaces did you consider and what did you end up choosing? Explain why this was the proper choice for your project. For imagery, did you choose photographs, vector art, iconography, some blend of the options? Why and what types of manipulations did you perform to create a unified visual whole? How did you choose to incorporate audio in to your project? For video and/or animation, what resources did you explore and how does your choice enhance the overall message of your design
2. The Vaughan book gave a survey of many different multimedia topics, from the five building blocks to interactivity to production and delivery. What do you think were its **strongest and weakest points as a supporting text?**
3. Which technology or topic did you **wish we had more time to cover** in depth in this course? Why? Describe **what you will do to learn more** about this topic now that this class is over.
4. Describe the design principles of **Contrast, repetition, alignment and proximity** using diagrams to explicate each principle. And describe how they were applied in your final project.
5. For the final project, **what grade do you think you earned**? Justify your assertion with **specific examples** from your production experience

Thank you and have a great winter break!

1. Tiamat (who is not a hydra) – screen shot from Dungeons and Dragons cartoon. [http://i5.photobucket.com/albums/y184/Cykles/Tiamat.jpg downloaded 5/6/2008](http://i5.photobucket.com/albums/y184/Cykles/Tiamat.jpg%20downloaded%205/6/2008) [↑](#footnote-ref-1)