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CISY 114

Project 1

<p style="text-align:center">"What is Multimedia"</p>

My audience for this project and presentation is College/High School students who are not as fluent with technology. These students need to be taught the basics of Text, Image, Audio, Video, and Animation. This presentation is going to have to use simple jargon to explain major concepts. This is the challenge because to explain such broad topics and concepts in a way that can be easily grasped and applied in their world. I plan on having a few slides for the topics and each topic will be discussed individually so the students do not get confused by the multiple terms. This presentation will also need many examples for those who need a more visual representation of the topics and subtopics.

I plan on starting the presentation with a slide that shows the 5 major building blocks of multimedia and what multimedia can be defined as. Each block on the slide will be clickable so we can maneuver through whichever topic we would like to discuss. When one of the 5 building blocks is clicked on, the slide will move on to a brief description of what that topic is and why it is an important part of multimedia. On the bottom of the slide there will be more clickable options for subtopics. For example, on the image slide there will be a description of why image is an essential part of multimedia and on the bottom of the slide will be clickable "bitmap" and "vector" buttons. These are the two major types of images. Another button on the slide would be labeled "file types". In each of these Image slides there will be a picture best explaining the things discussed.

Once the five major building blocks are discussed, we will move on to the "Hardware needed", "Software needed", and "Copyright" slides. These are more complex subjects so finding a way to simplify their explanations will be difficult. I will most likely have to use many slides to get the point across in the most straightforward way possible. These 3 subjects are going to have many sub points because they are also broad topics. There aren't very many examples I can add to help show the students what these topics are because they are more conceptual. It would be easier for the students to understand it by simply explaining what it is. Copyright, however, is a term most people are familiar with so I may be able to add details.

Other additional information I would like to add is the basic history of multimedia because it may give them a better understanding of why we are where we are in terms of media. Another important piece of information that should be very simple for the students to grasp is the difference between analog and digital media. Knowing the difference is important because it is the distinction between what is real and what is an imitation. The will lead to the explanation of Binary and possible Hexadecimal number systems.

These bits of additional information will only take up a few slides because they are not the focus of the presentation but they are things that will help certain parts of the main presentation seem clearer. The challenge of the whole project is trying to make it as simple as possible without excluding the essential information. Another challenge will be trying to make sure that all together the project flows and students don't get lost throughout the slides. Once these challenges are overcome I believe the presentation will teach these students a lot of important multimedia information.