

GRC 22 Multimedia 1

4 units, 3 lecture 3 lab

An Introduction to multimedia publication. Terminology, input/output considerations and a lab project utilizing current software.

- I. Introduction
 - A. Policies/Grading
 - B. Review of technology
 - C. Course outline and goals

- II. Overview: multimedia application structure and organization
 - A. Concept development
 - B. Organizational procedures
 - C. Group approach
 - D. Task assignment

- III. Goals and application planning
 - A. Overall theme
 - 1. component themes
 - 2. continuity among components
 - B. Organization of project
 - 1. flow chart
 - 2. time budget
 - C. Storyboarding

- IV. Authoring presentation
 - A. Interface design
 - B. Authoring basics
 - 1. defining audience
 - 2. learning modalities
 - C. Navigation and interactivity
 - 1. maps
 - 2. indices

- V. Software application
 - A. Text
 - 1. design considerations
 - 2. formats
 - B. Graphics
 - 1. maps
 - 2. buttons
 - C. Audio/Video

- VI. Compact disc production