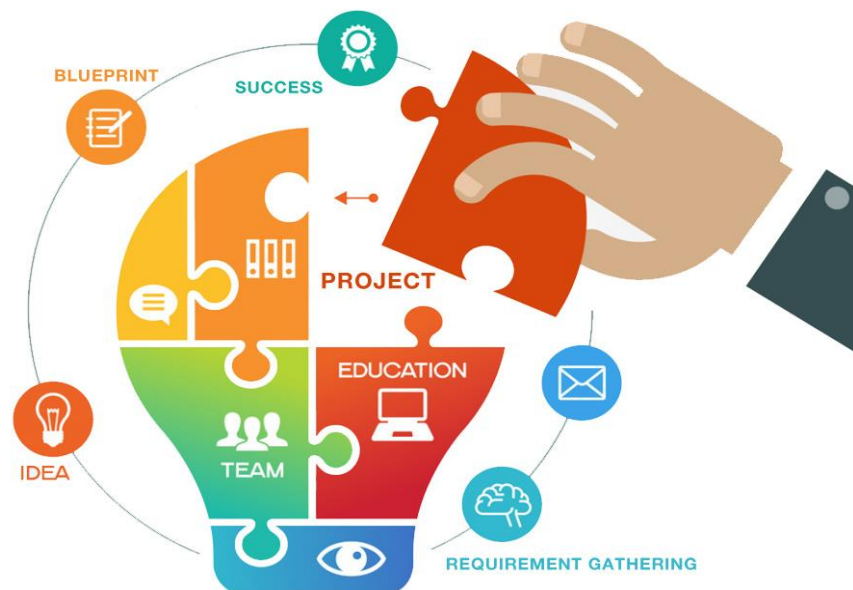


1. Project requirement gathering and analysis:

1.1 Project requirement gathering:

In order to develop more efficient and need based system, one should gather the information from the real world. The source of the collected information may be physical or may be digital. For, this project development, the collected information have been referenced to several video footages, articles, journals and publications for customer opinion.



1.2 Project requirement analysis:

Requirement analysis is the process of determining user expectations for a new or modified system. These features, called requirements, must be quantifiable, relevant and detailed. Requirements are a description of how a system should behave or a description of system properties or attributes. It can alternatively be a statement of 'what' an application is expected to do.

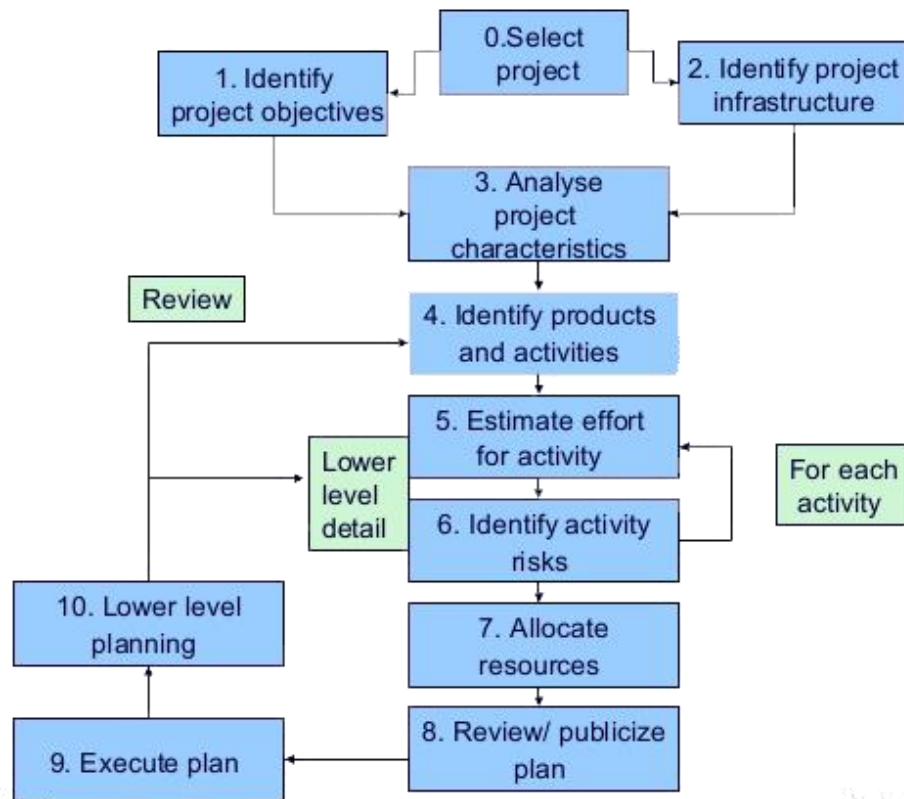
Based on gathered information, it leads to demand of simple interactive media platform of farm practices to create better understanding. After the requirements have been analyzed, the interactive media should have below features:

- Language specific and culture or region specific content
- Conveyed information should be authenticated by research institutions
- Easy to understand
- Virtual farm practices demonstration techniques
- Easy to operate

2. Project Planning:

Any significant multimedia project involves a core team that includes: producer, writer, and director, who work with other personnel, such as, programmer, photographer, videographer, and voiceover artists.

Multimedia project planning is a complex problem. Any significant multimedia project involves a core team that includes: producer, writer, and director, who work with other personnel, such as, programmer, photographer, videographer, and voiceover artists. Close coordination between these team members is essential. The Multimedia Design and Planning Pyramid (MUDPY) is a five-level model (Fig. 1) in which the top three levels comprise the project planning process. The planning process should begin by articulating a clear Concept statement, and then expand it into Goals and Requirements.



2.0 Project design:

Designing and building multimedia project the following skills required:

- ❖ Knowledge about multimedia basic concepts
- ❖ Computer designing skills
- ❖ Shooting skills
- ❖ Knowledge of advanced 3D modeling and animation
- ❖ Ability to conceptualize logical pathways

The multimedia project designing consist of two major parts:

- 1) Structure Designing
- 2) User Interface Designing

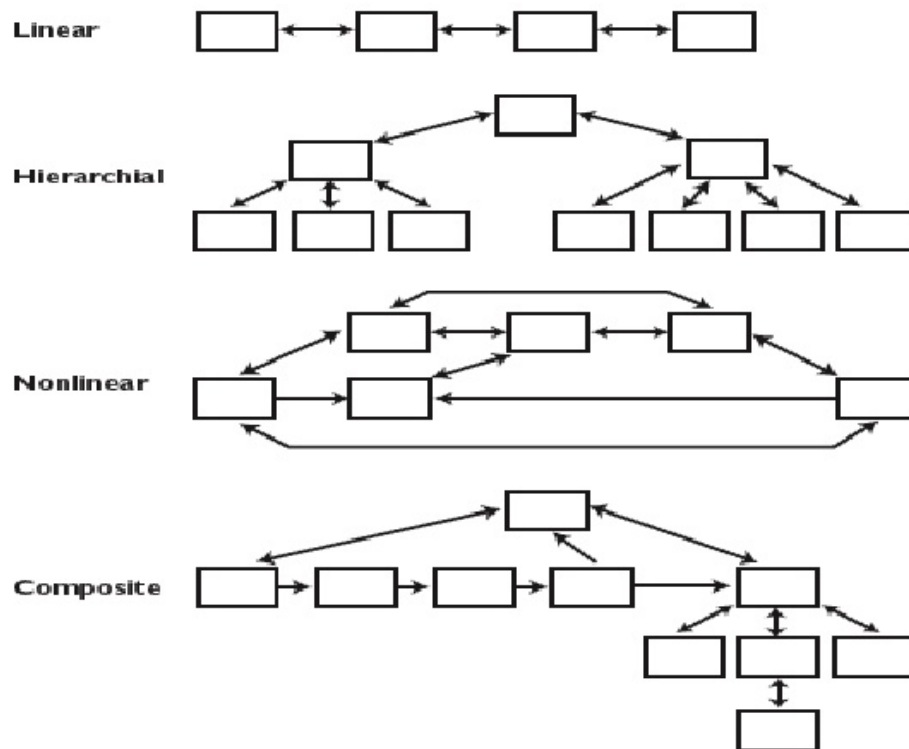
2.1 Structure Designing

The manner in which project material is organized has just as great an impact on the viewer as the content itself. Structure designing mainly done by:

1. Navigation maps
2. Architectural drawing
3. Hotspots
4. Hyperlinks
5. Icon and buttons

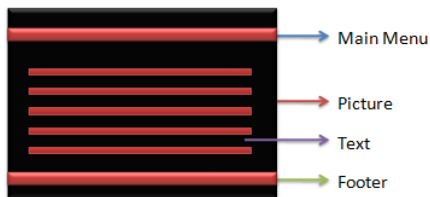
2.1.1.

Maps designing have been done early in the planning phase and help to organize the content and messages. Maps provide a hierarchical table of contents and a chart of the logical flow of the interactive interface. Essentially, they are non-linear. In case of project, the navigation map is non-linear as Users navigate freely through the content, unbound by predetermined routes and it is as follow:

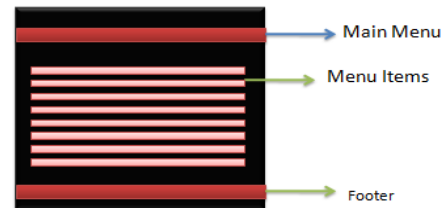


2.1.2. Architectural drawing

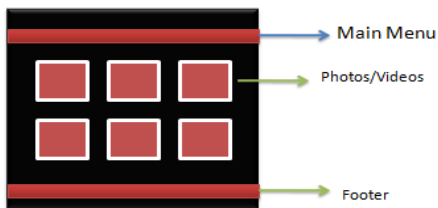
Architecture drawing mainly contents the storyboard of a system. Storyboards are linked to navigation maps during the design process, and help to visualize the information architecture. The surface structure of storyboard represents the structures actually realized by a user while navigating the depth structure while the depth structure of storyboard represents the complete navigation map and describes all the links between all the components of the project.



Home Page



Sub Menu



Album Menu



Content Page

2.1.3.Hotspots

This adds interactivity to a multimedia interactive project. Categories of hotspots are text, graphic, icon etc. The simplest hot spots on the Web are the text anchors that link a document to others documents. In proposed system, usually buttons and graphic are used as a hotspot.

2.1.4.Hyperlinks

A hotspot that connects a viewer to another part of the same document or different document or another web site. The proposed system has no or very fewer hyperlinks.

2.1.5. Icon and buttons

Icons are fundamental graphic objects symbolic of an activity or concept. A graphic image that is a hotspot is called a button. Plug-ins such as Flash, Shockwave, or JavaScript enables users to create plain or animated buttons. Small JPEG or GIF images that are themselves anchor links can also serve as buttons on the web.

2.2. User Interface Designing

2.2.1 Graphical User Interface Designing

It is a blend of graphic elements and navigation system. It can contain plenty of navigational power, which provides access to content and tasks for users at all levels. The interface should be simple and user-friendly. The GUIs of Macintosh and Windows are successful due to their simplicity, consistency, and ease of use. GUIs offer built-in help systems, and provide standard patterns of activity that produce the standard expected results. While developing the GUI of the system consider that UI is neatly executed contrasts, gradients and shadows are proper and UI should be eye-grabbers. One should avoid the clashes of color, busy screens, requiring more than two button clicks to quit, too many numbers and words, too many substantive elements presented too quickly.

2.2.2 Audio Interface

A multimedia user interface can include sound elements. Sounds can be background music, special effects for button clicks, voice-overs, effects synced to animation. Always provide a toggle switch to disable sound.