**MULTIMDEIA LAB EXERCISE(DUE ON 19th OCT 2023 AT 5 PM) TOTAL MARKS 15**

**A PREVIEW OF THE LAB SHOULD BE SENT ON 12TH OCT 2023 FOR COMMENT**

One way to view classroom teaching and learning is as a group multimedia authoring activity. Before class, teachers prepare outlines, slides, or notes and students read textbooks or other assigned readings. During the lecture, the words and actions of the teacher and students expound and clarify the lessons underlying the prepared materials. It is common practice to annotate the prepared material during the lecture and to create new material as notes on a whiteboard or in a student notebook. These different forms of material -- printed, written and spoken -- are all related to the learning experience that defines a particular course, and yet there are virtually no facilities provided to automatically record and preserve the relationships between them. Applying computing technology in the classroom setting to support the classroom's group multimedia authoring and review experience should lead to an enhanced teaching and learning experience.

Design a multimedia application to illustrate the implementation of a soccer ball game using adobe premiere software. Your procedure should detail all steps necessary in building such an application including all necessary events to enable the student learn the skills of building such an application.

**Note**: Document the movie events, scenes, tools and multimedia assets you will need. Remember to detail all actions and events in the storyline and actual implementatio