



KENYATTA UNIVERSITY

SCHOOL OF PURE AND APPLIED SCIENCES

DEPARTMENT OF CIS

BACHELOR OF LIBRARY SCIENCE, BACHELOR OF SCIENCE INFORMATION TECHNOLOGY, HEALTH RECORDS MANAGEMENT

SIT210: MULTIMEDIA SYSTEMS

CAT2: MULTIMEDIA PROJECT

Instructions:

1. *This is a group project. All group members who participate to be forwarded. You are free to join any group as you wish for this project, BUT NOT MORE THAN 10. ANY EXTRA PERSON HAS NO SCORE*
 2. *Join in groups of ten(10 students) and work as team to achieve the best results*
 3. *All works to be submitted in a folder (ZIPPED) and saved in a format easy to open*
 4. *This project has more weight than the Cat1(CAT1-10/40, CAT2 30/40)*
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CASE STUDY

Why support small and medium sized businesses?

Small and medium sized enterprises (SMEs), particularly those in the most innovative sectors, are important drivers of employment and output growth. An efficient business support system, easy to navigate, evaluate and manage is essential to facilitate the creation and prosperity of businesses.

Various initiatives such as business advice, improved access to finance and funding, and **knowledge exchange and innovation**, can help cities attract new businesses and improve private-sector performance, in particular for SMEs. As a multimedia expert you have been contacted by the Director of SMEs in the ministry of trade regarding a promotion that the ministry is intending to undertake.

Required

Create a comprehensive website to summarize everything on a single, attractive, multimedia-rich page.

You can add text, links, images, videos and more.

Steps the students might follow when creating a multimedia project:

- i. Come up with and develop an idea for their project.
- ii. Research the topic.
- iii. Write a script.
- iv. Storyboard the project.
- v. Collect or create the images, video, and audio for the project.
- vi. Edit the project.
- vii. Share their work and get feedback.

Multimedia project to be built on the basic tool set, which are of 5 categories:

- i. Animation video
- ii. Painting & drawing tools.
- iii. 3D modeling and animation tools.
- iv. Image editing tools.
- v. Digital movie tools.
- vi. Video Editor.
- vii. 3-D Image and Video Editor
- viii. Multimedia software.

Common tools that can be used are

1. **HTML**
2. **Google Drawings**
3. **Adobe Express**
4. **WeVideo and Any multimedia software freely available**

NOTE: Submit on or before 8th April 2025. Group leader to text me on what up to get my submission email