Course assignment for DIM, 2022

Purpose
The purpose of the assignment is to create a multimedia product, and through that demonstrate the knowledge you have gained in the course.

The assignment
Create a multimedia product containing the different media types we have experimented with during the course (Vector graphics, Bitmapped graphics, Animation, Video, Sound, and Text).
A "multimedia product" can be quite a lot of different things, so we often end up seeing many kinds of assignments. If you have trouble finding an idea that contains all the media types, then it's okay to create two smaller products, instead of one large product, if they then together contain all the media types.

Report
Besides the multimedia product, you must write a report about your work. I usually get questions about what the minimum requirements are for the number of pages in the report, but there isn't any. It might be possible to both make a relatively short report that's good and a long report that's bad (and vice versa). A good report is one that contains the relevant information about your assignment. In this case, the most interesting part is information about the various formats/codecs you have used - and why - plus information about how you have made the multimedia product - which programs you have used and how you have used them (some screenshots are often helpful when documenting how you have used the programs). It's also always a good idea to write about things that is not easily seen by just looking at the finished product, so also include any interesting thoughts and considerations you might have made about the design, story, etc.

Instead of an oral exam, you will only be graded based on your course assignment, so the report is also where you can demonstrate the theory you have learned. This is why it's important to e.g. explain the choices you've made about the formats used, as mentioned above. To be able to grade on an individual basis, your report should include information about who worked on which parts of the assignment – in the cases where you haven't all worked on all parts together. Furthermore, each group member must also hand in an additional one to two pages of individual reflections on the work they have done on the assignment – here you can e.g. expand more on the parts you have worked on the most, add any other thoughts you might have about the assignment, and perhaps reflect on your learning outcome.

Groups
For the assignment, you should team up in 2-3 person groups, since that fits best to the amount of work that normally goes into a good DIM assignment. If for some reason any of you want to do the project alone or want to be in a 4-person group (and have an idea for the assignment that justifies 4 people working on it), then that will also be OK.

Hand in
At the end of the course, you must hand in the multimedia product, the resources used to make it, and the report plus individual reflections.

Deadline for hand in: **May 9th, 2022.**