SUBJECT: Empowerment Technology

TOPIC: Basic web design principles and elements and Info graphics.

DESIGNED BY: Michaela P. Conversion   **GRADE: 12**

SEMESTER: SECOND   **WEEK: 7-8**

General Instructions in Accomplishing the Module

1. Activities and Performance Tasks contained in this module are for Enhancement of Learning purposes only. Students can answer them for mastery learning but it is not required to be answered.
2. Answer Assessment only (LAST PAGE OF THE MODULE). This is ONLY required to be answered by the students since the scores are to be recorded for the computation of grades. Please detach the page if you are done answering it. You can also attach additional sheet of paper if needed. Then, submit it to the class adviser. Thanks!
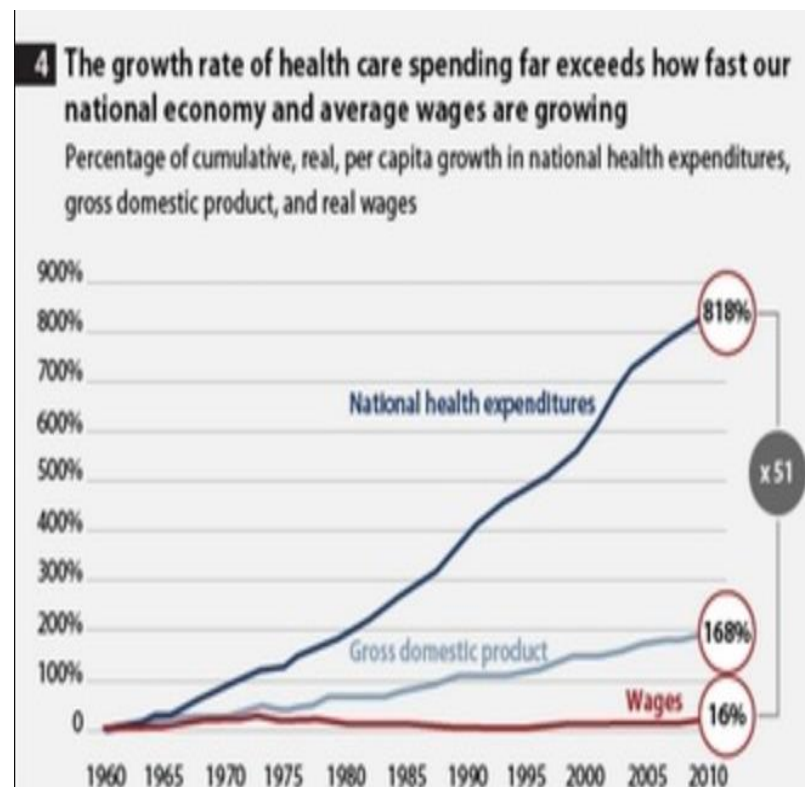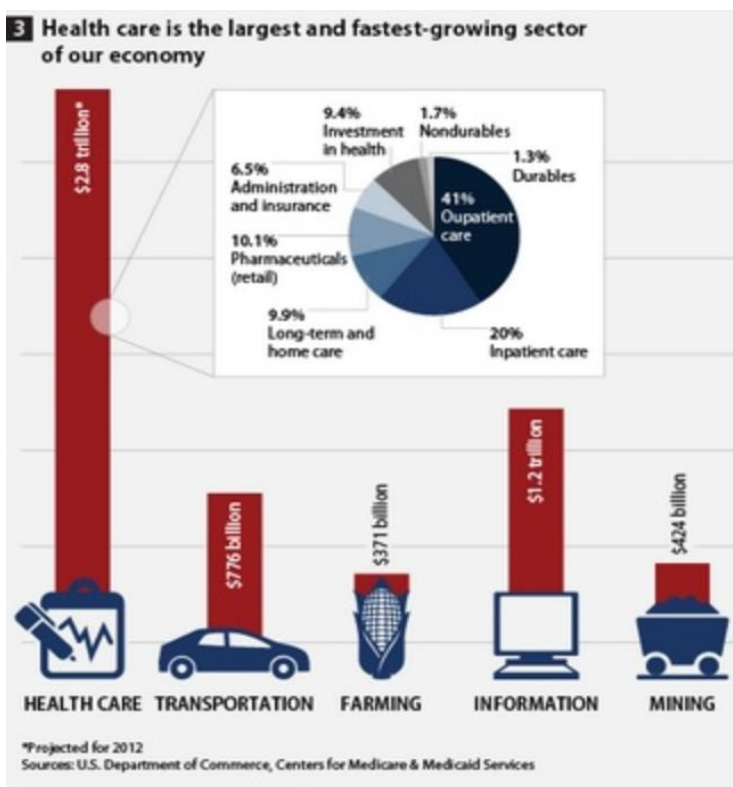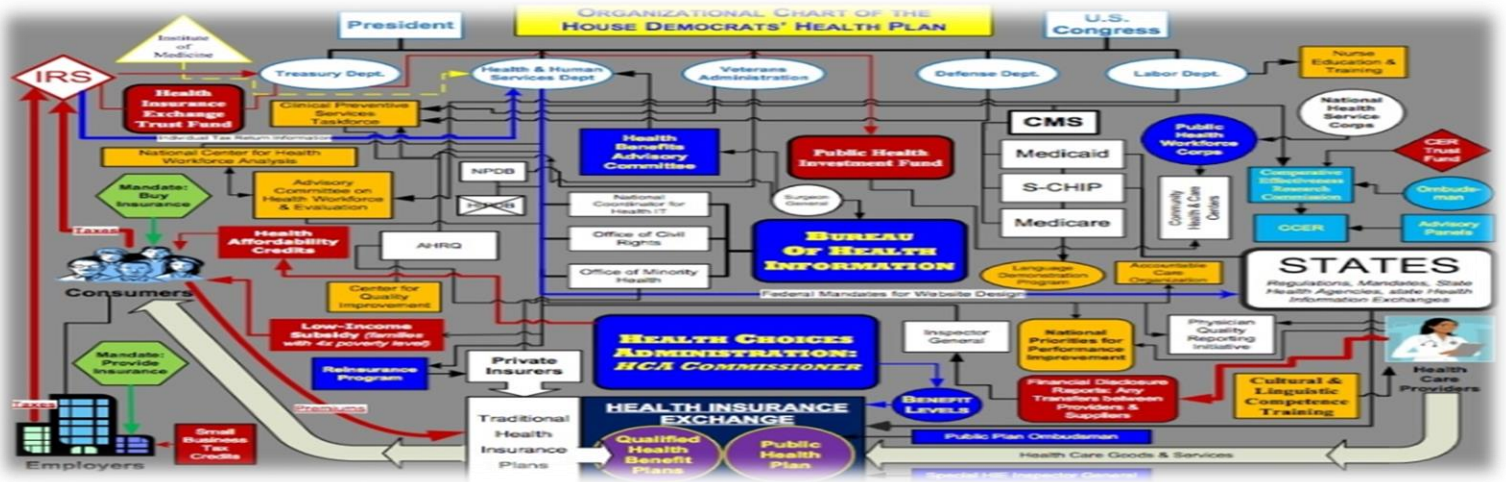
QUEST:

➢ **Evaluate existing online creation tools, platforms and applications in developing ICT content for specific professional tracks. CS_ICT11/12-ICTPT-Ig-h-9**

MISSION:

MOTIVATION

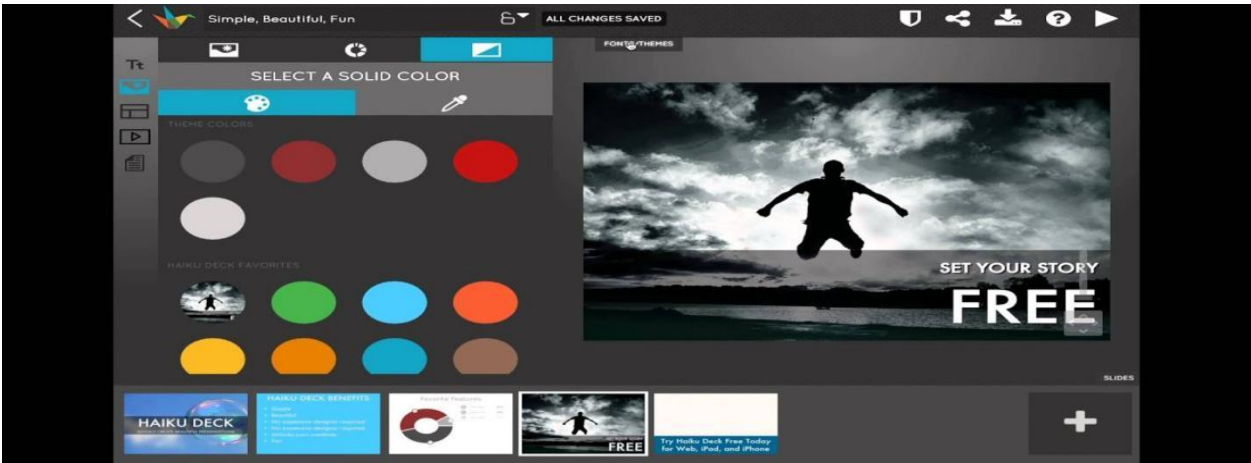Observe the pictures given. Compare and contrast the pictures in a Venn diagram.

EQUIP:

Online Creation Tools

Haiku Deck- was founded on the premise that simple, modern, and elegant slide decks should be the norm, instead of overly dense, difficult to read, and difficult to digest ones. Similarly, the service makes creating those presentations easy, thanks to its webapp (and iPad app). Slides made using Haiku Deck focus on imagery and graphics, with a few words per-slide, but you're free to customize your slideshows so they work best for the story you're trying to tell.

Prezi- is a web-based tool for creating presentations (called prezis for short). It's similar to other presentation software like Microsoft PowerPoint, The service made waves when it launched years ago because it gave users the ability to create dynamic, fluid, non-linear presentations with great animations and motion effects that lend energy to a presentation that you won't get with a static series of one-after-the-other slides.

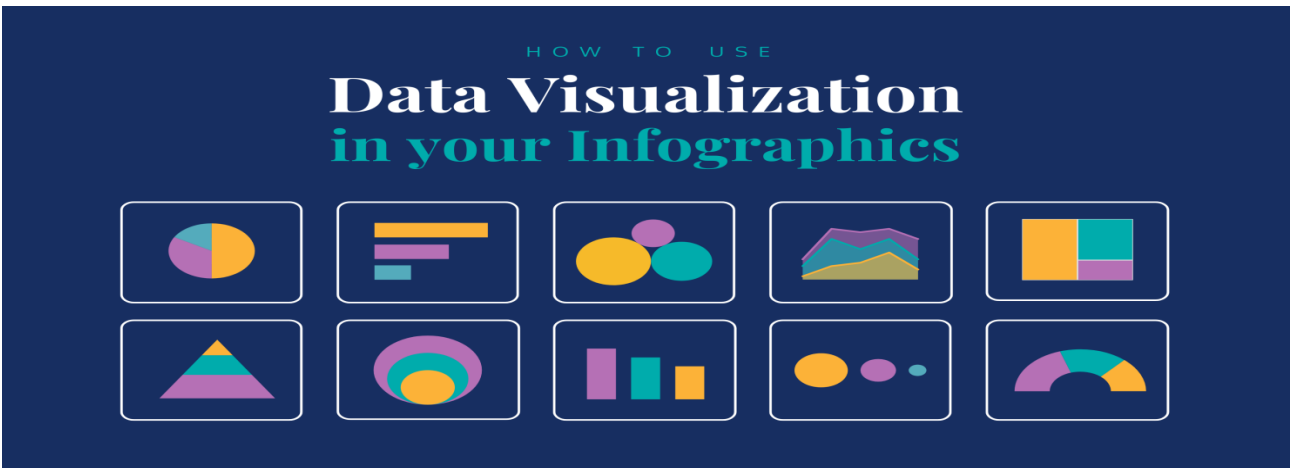Google slides- It is use to create more slides and to make it more productive.

What is an Online Platform?

are technologies that regrouped to be used as a base upon which other applications processes or technologies are developed.

Examples of Online Platform

- **Presentation/Visualization** - communicates information clearly and efficiently via statistical graphics, plots and information graphics.
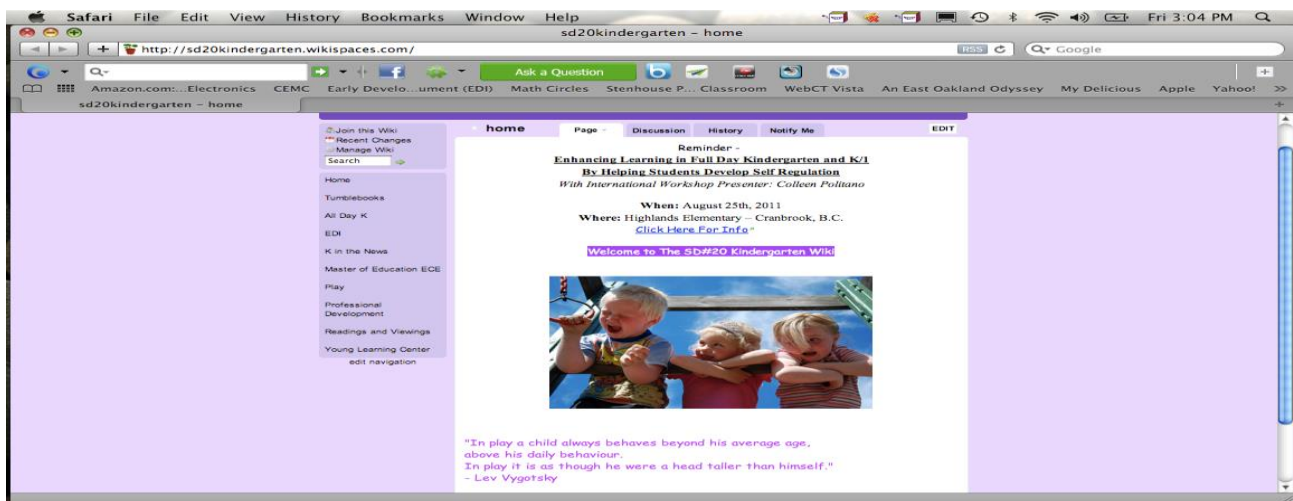

- **Cloud Computing**- helping to reinvent the art of presentation • Zoho – an online project management app that helps you plan your work and keep track of your progress.

- **Social Media-** to build quickly from concise, well- presented content from top experts.

- **Web Page Creation -** the practice of using a network of remote servers hosted on the internet to store, manage, and process data, rather than a local server or a personal computer.

- **File Management f. Mapping**- keep all work in one secure place with online file storage • Dropbox – keeps your files safe, synced, and easy to share.

CONTENT MANAGEMENT SYSTEM

1. Content Management System (CMS) • is a computer application (sometimes online or browser- based) that allows you to publish, edit and manipulate, organize and delete web content. CMS is used in blogs, news websites, and shopping.
2. Blogs • is a discussion or informational website published on the web consisting of discrete, often informal diary-style text entries ("posts"). Posts are typically displayed in reverse chronological order, so that the most recent post appears first, at the top of the web page.
3. Examples of Blogging Sites: • Word Press (wordpress.com) • Blogger (blogger.com or blogspot.com) • Blog.com • Medium.com • Squarespace.com

WEB DESIGN PRINCIPLES AND ELEMENTS

1. Consider the audience and goals.
2. It is advisable to plan the site on paper first.
3. Strive for consistency
4. Provide a rich set of links within a site.
5. Don't hide important information.
6. Provide opportunities for interaction.
7. Avoid text-only pages.
8. Don't sacrifice elegance.

WEB DESIGN PRINCIPLES AND ELEMENTS

10. Give a descriptive title of the site.
11. Include a brief introduction.
12. Make the site's home page as useful a starting point as possible. 13. Make sure the text is legible.
14. Make sure the site is platform independent. 15. Consider the needs of the viewers.
16. Thoroughly test the site and carefully proofread.
(https://www.slideshare.net/markjhonoxillo1)

BASIC PRINCIPLES OF GRAPHICS AND LAYOUT CREATING INFOGRAPHICS

BALANCE -visual weight of objects, textures, color and space is evenly distributed.

EMPHASIS - an area in the design that may appear in different size, texture, shape, or color to attract the viewer's attention.

MOVEMENT- visual elements guide the viewer's eyes around the screen.

PATTERN, REPETITION, RHYTHM - repeating visual element on an image or layout to create unity in the layout or image.

PROPORTION - visual elements create a sense of unity where they relate well with one another.

VARIETY - this uses several design elements to draw a viewer's attention.

INFOGRAPHICS - Information graphics are used to represent information, statistical data or knowledge in a graphical manner usually done in a creative way to attract viewer's attention.

MISSION:

1. Enumerate the basic principles of graphics and layout in creating infographics.

2. Give the importance of each principle.

Skill exploration Time!

MISSION:

Make a sketch/ drawing plan of your info graphics about the Pandemic Corona Virus. Apply the basic principles of graphics and layout in your info graphics.

STACK:

Say something to this picture and relate it neither to the society nor in media.

References:

- https://www./empowerment-technologies-online-platforms-for-ict-content-development
- (Empowerment Technologies/Innovative Training Works,Inc)

CHECKPOINT

Name: **Week: 7-8**

Grade & Sec: **Subject: Empowerment Technologies**

I. IDENTIFICATION: Read the questions carefully. (Note: You can only found the answer on your handy module.)

_____1. It is a computer application that allows you to edit, publish and manipulate.
_____2. It is a kind of discussion or informational website.
_____3. It is an online project app that helps you to plan your work and to track progress.
_____4. It will allow you to keep your files safe.
_____5. It is a kind of practice of using a network of remote servers**.**

II. Guide question
1. Among all the online platforms below, choose one that you think it is very helpful in your professional track.
2. Explain how it helps in the context of your track.