

# Multimedia/Communications Project

One group member should share this document with the other group members so everyone is working on the same file. Other group members can remove this document from their submission.

Names:

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## UNDERSTANDING THE PROBLEM:

Communications Content:

Communication Systems' Protocols

Preliminary Research:

Screenshot & URL of multimedia product 1:

<https://www.smartbuilder.com/examples/computerportsSB4/index.html>

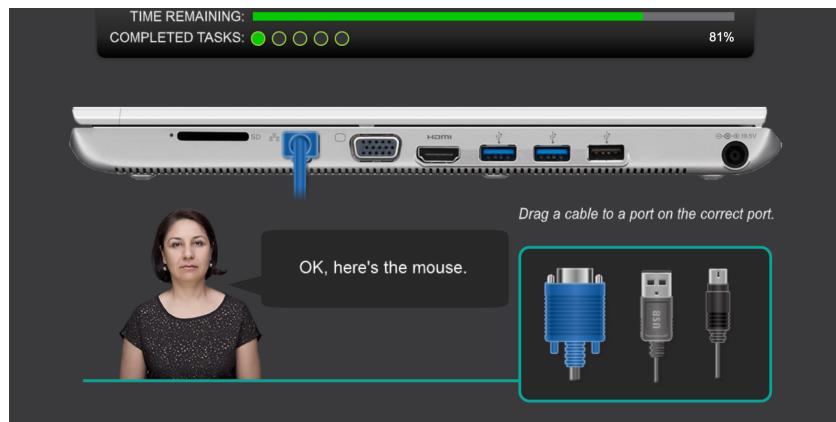
1.



2.



3.



Good Features

Not Good Features

- |  |  |
|--|--|
| <ul style="list-style-type: none"> <li>- Graphic layout of information (1) is very well structured and is easy to understand while being calm to the eyes.</li> <li>- Allows the users to pick what port they want to learn about at their own pace.</li> <li>- It is engaging in the sense that the quiz allows users to drag and drop the correct cable to the corresponding port on the laptop GUI. (3)</li> <li>- The information provided when clicking on the ports is very interesting due to how the system just scrapes over the complexities of the cables and ports.</li> <li>- The positioning of all aspects in this system is sufficient for you to navigate.</li> </ul> | <ul style="list-style-type: none"> <li>- The timer function is hard to read because it goes from left to right. Also, the “completed tasks” has a filled circle when done, a tick would have made it better.</li> <li>- The system is not very consistent with its colours, the black and green do not work out, and initially, the borders were orange, but in the quiz they are turquoise. (1,2,3)</li> <li>- There are no videos, animations or audio to engage the audience further.</li> <li>- To further improve, if the character (3) were to present a picture of a peripheral or hardware device, it would have made the audience a bit more engaged and simultaneously allowed them to refresh upon what those devices are.</li> </ul> |
|--|--|

Screenshot & URL of multimedia product 2:  
[https://www.smartbuilder.com/examples/Patient\\_Management/index.html](https://www.smartbuilder.com/examples/Patient_Management/index.html)

on the affected right side.

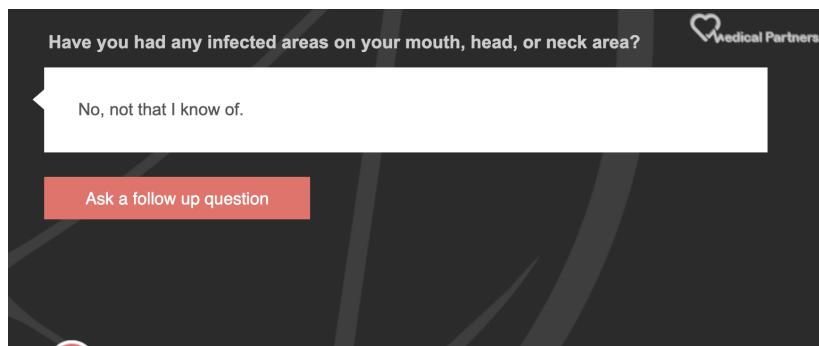
### History of Present Illness

*This is only a sample report. The following history does not correspond to any specific case or diagnosis. This is the first admission for this 56 year old woman, who states she was in her usual state of good health until one week prior to admission. At that time she noticed the abrupt (over a few seconds to a minute) of chest pain onset which she describes as dull and aching in character. The character pain began in the left parasternal area and radiated up to her neck. The first episode of pain one week ago occurred when she was working in her garden in the middle of the day. She states she had been working for approximately 45 minutes and began to feel tired before the onset of the pain.*

- 1.
- 2.



- 3.



Good Features

Not Good Features

- |   |  |
|---|--|
| <ul style="list-style-type: none"> <li>- It is a very nice system that allows future doctors to learn how to diagnose a patient.</li> <li>- The colours and the structure are also very nice in that it is consistent and not too jagged with the colours.</li> <li>- The interactivity is limited, but it is there. It influences the final product/answer of the quiz, so it is interactive to a fair extent.</li> <li>- The interactivity in picture 3 is a very useful and perfect application of interaction.</li> <li>- Also, the system allows the user to travel at their own pace in terms of learning the content.</li> </ul> | <ul style="list-style-type: none"> <li>- There is very limited music and audio in the system. For example, in picture 3, when the user clicks on "Ask a follow-up question," an audio file such as a humming noise when the patient thinks about what they have to say. This would improve the user experience.</li> <li>- Also, the system is very text-heavy as seen in image 1. This text could potentially be transformed into an audio file. However, taking into consideration that it is supposed to mimic a hospital scenario, this is not the biggest issue.</li> <li>- If there was a lot more interaction that goes into this system, it would be better, but again, it is a hospital scenario, so it is understandable.</li> </ul> |
|---|--|

Screenshot & URL of multimedia product 3

[https://www.smartbuilder.com/examples/Make\\_the\\_Sale/index.html](https://www.smartbuilder.com/examples/Make_the_Sale/index.html)

**Make the Sale**

SB Studio



1.



2.



3.

Good Features	Not Good Features
<ul style="list-style-type: none"> <li>- Vibrant colours that enhance the readers' engagement.</li> <li>- Large text for readability, placed over suitable backgrounds that look comic-like in this case (3).</li> <li>- Speech bubble effects add interest (2, 3).</li> <li>- Contrasting colours for specific icons, and appropriate names make it look superb (2).</li> </ul>	<ul style="list-style-type: none"> <li>- The text bubbles for the first few sections of this interactive software product look too similar, with the blue 'Continue' button included as well (the preceding ones look similar to 3).</li> <li>- There's no background music in the first few sections of this product, meaning that it has the potential to be boring for long periods (3).</li> </ul>

- Realistic backgrounds are implemented.
- The fact that for each piece of dialogue there's no timer means that the user can go at their own pace.
- The telephone lights up every time an incoming call happens, making it a salient and clear image. There is a ringtone as a sound media type (2). These things improve the interactivity of the product.
- A very realistic background design for the flash screen of the product (1).
- Overall sizes of objects are conforming to how a viewer sees them.

Screenshot & URL of multimedia product 4:

<https://www.smartbuilder.com/examples/branching-scenario/index.html>

As a customer service representative at Oakfield Autos, use your judgement to provide great service to your customers.

Begin

1.

A screenshot of a customer service software interface. A female customer is shown in a video window. She says, "Hi, I need an oil change. Do you know about how long that will take?" A response box contains: "There are only 2 cars ahead of you, so it should only take an hour. If you like, you can just wait in the customer lounge and we'll let you know as soon as it's ready." A "Submit" button is visible below the response box. A "Performance" progress bar is at the bottom left. A blue "Begin" button is at the top right.

2.

[1 hour 45 minutes later]

I've been waiting for almost 2 hours. You said it would only take 1 hr. Do you know how much longer it will be?



3.

A results summary box shows: "Results: Nice work! You handled this difficult situation perfectly." Below is a table comparing customer statements with responses and coaching notes.

The customer said...	You said...	Coaching
I've been waiting for almost 2hrs. You said it would only take 1 hr. Do you know how much longer it will be?	The job before yours took longer than expected. It should be complete in about an hour, but if there are any more delays, I'll come and tell you right away.	Nice work. You provided a legitimate reason for the delay, and you reassured the customer that you'll keep them informed of any further problems.
[The mechanic who is working on Ms. Jewel's car informs you they have found another problem that should be fixed. So, you walk over to the Ms. Jewel in the customer lounge and say...]	We have completed the oil change. But while we were under the hood, we noticed there was coolant everywhere. It looks like the water pump is leaking, and needs to be replaced. It will cost \$275 and we can have it done by tomorrow morning. Should we go ahead and do that?	Good response. The customer was not frustrated because you explained that the delay was unforeseeable and due to a new problem.
Ok, but if I'd known this earlier I could have gone home and wouldn't have wasted 2 and a half hours in your	I know it's frustrating. Can we offer you some free movie tickets and a chauffeured ride home as a way of	Offering a thank you gift is appropriate to keep the customer happy after the initial delay, but it would have been better if you explained that the second

Performance [progress bar]

Try Again Continue

4.

Good Features	Not Good Features
<ul style="list-style-type: none"> <li>- White space is used appropriately, and the blue button at the bottom is clear (1).</li> <li>- Facial expressions of the person change, to reflect how well you are handling the situation presented (3). The performance bar at the bottom is optimal to improve interactivity.</li> <li>- A detailed summary is illuminated on the last screen, of every response that you had chosen previously. It has options for you to try the product again or to continue to the next situation (4).</li> </ul>	<ul style="list-style-type: none"> <li>- There might be too much white space in (1).</li> <li>- The font of the text can be made larger for readability.</li> <li>- Text bubbles can be improved so that they vary and arouse enjoyment better. More options should also be provided for what the speaker can say in that context (2).</li> <li>- The 'performance bar' at the bottom of the screen should not have such a large range, as I found that even if you handle the situation perfectly, you can never reach the most extreme value.</li> </ul>

## Purpose, Requirements & Target Audience:

Purpose - To make an engaging multimedia product that is for eLearning, whereby the user can access it at their own pace and interact with the elements. This would have to be suitable for the target audience, while also fulfilling the task requirements that have been presented.

Requirements - The requirements to make our project successful include:

1. Conducting preliminary research on designs
2. Outlining the purpose and requirements of the final product in full
3. Detailed content planning
4. Extensive discussions of feasibility and social and ethical issues
5. Reasonable storyboard(s) and/or screen design(s) production
6. Having relevant documentation for the various media types that are incorporated
7. Producing a comprehensive and detailed product made from Microsoft PowerPoint as a whole
8. Ensuring that the 'PowerPoint Show' file works
9. Testing the final product on a range of devices and fixing issues if they arise
10. Having purposeful evaluations of the final product and also how we worked as a team

Target Audience - We are intending to direct our final multimedia product to senior IPT students from remote locations within Australia in general. The language that we incorporate will have to be academic but succinct, and the media that we implement must serve their purposes well. However, it still has to be engaging and interactive enough so that the students won't get bored with it over a prolonged period.

Plan of Content & Multimedia Elements used to present it:

Content	Media data type	Reasoning
Protocols	Text	The text is used to give a basic understanding of the specifications of each protocol. Simple and concise definitions are displayed within the relevant protocols' pages using dot points, amid appealing text colours and backgrounds.
Protocols	Images	Images are utilised to provide a diagrammatic representation of what each protocol constitutes. They elevate the slides' interactivity while engaging the audience and impacting the extent of eLearning.
Protocols	Button(s)	Various buttons within the multimedia product allow for the efficiency of navigation when a user accesses it for educational purposes. These buttons should be made according to those that have been defined within the storyboard(s), to minimise the extent of confusion that can be caused. For our multimedia product, we have buttons that direct you to specific protocol levels and names, return buttons that redirect to an 'intro' page, and also home buttons so that the user can return home when required.
Protocols	Video(s) with background audio	Videos are used to provide a summary of the protocols in more detail, and to give an overview as to what the 'remote IPT students' can expect to gain knowledge of. The background audio that will be implemented will allow it to be more interesting and engaging for the students' to view it at their own pace.
Protocols	Animation(s)	The animation on TCP/IP that we will do would further outline just what happens within that specific protocol. Since it is a visual element, it will improve the interactivity and design of our project, meaning that the 'remote students' will be more avid to learn the concepts embedded within the project for prolonged periods.

# PLANNING:

Constraints of the Project:

Constraint Name	Concern	How Will You Address It?
Time	Time to finish making the multimedia product is only about 1 - 2 months, from week 2 to week 9 of term 2.	We should work continuously on this project due to the time constraints that are present. If we fall behind, we should allocate higher completion rates to complete this project on time. We can also implement a Gantt chart to help with managing time, as we can always refer back to it to see if we are ahead or behind. Modifying the chart as required can be done efficiently if needed, to suit our group's pace to deliver a quality, interactive final product.
Experience levels	The experience of certain group members in using specific programs/software to make the product.	We will have people working on tasks that they are pretty proficient at doing. This would mean that our final eLearning product is of high quality while meeting the requirements for it to be engaging and interactive. If by any chance, a team member is working on something that they haven't gained thorough experience with, we would either give them a hand. We can also allow them to search it on google and learn how to do it themselves, as it may be quite pertinent for them to progress later on.
Functions (Software)	Features of Powerpoint; some potential functions outlined in the assessment can only be done in Adobe Captivate (as an example).	We will try our best to make it as engaging and interactive as possible with the functions that Powerpoint houses. I recently discovered 'Action Buttons', which you can make the jump or skip to previous pages, and it has many other functions to enhance the creativity of the product as well. Likewise, we should also be able to convert any shape into a button using the in-built functions that Powerpoint provides. We can also try to enhance the product by adding specific effects that can improve the aesthetics, incorporating media like images.
Target audience	The language instituted being academic or not, albeit with a formal tone. Put it simply, it is whether the information is concise or not.	We will have the information presented with a simple yet concise tone, and the dot points will increase engagement with the subject matter while making each protocol simpler to grasp.

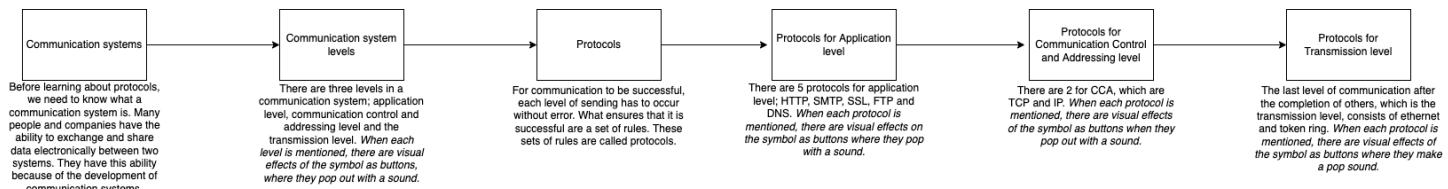
Social & Ethical Issues of the project:

<b>Issue Name</b>	<b>Concern</b>	<b>How Will You Address It?</b>
Content/Accuracy	The content needs to be made according to the NESA Syllabus; no other knowledge from online sources (as an example).	We will address the potential for discrepancies to arise within the content by only taking note of crucial points featured within the 'Communications' book that we received. We will not be adding any more information than necessary to have in our product.
Conformity	All multimedia elements' (videos, images, navigation buttons, etc.,); size(s) that are placed in the Powerpoint presentation serve their purposes.	We will try to make sure that the buttons look normal and that alike buttons are of the same size. We will also try to scale back videos and/or other media-like images to an appropriate size in the product.
Copyright	Those images can be subject to copyright.	We will try to meet the 'Creative Commons Licence' with the photos and have screenshots of that at the bottom as proof.
Privacy	Some information has the potential to be plagiarised, and/or stolen like login details.	For privacy, if we need to log in to many accounts to access relevant software, we would not openly disclose the credentials to the public. The privacy should also be maintained when sharing files with a large number of users, taking note of the possibility of them stealing information without permission.
Ergonomics (of slides)	Content needs to be as succinct as possible so that it can be interactive and can interest people from anywhere.	To address this issue, we will try to make our content as concise as possible. It should cover all aspects of information while still remaining engaging for the target audience.

**DESIGNING THE SOLUTION:** Storyboard: If created in Draw.io please export to an image and paste it below. Please also paste the link in case the quality is unreadable. If you only provide a link that is not shared it cannot be marked.

### Storyboards:

#### 1. Video



[https://drive.google.com/file/d/15IQcqOMpoeW\\_AFJNPXCohW9AiSjJaf4/view?usp=sharing](https://drive.google.com/file/d/15IQcqOMpoeW_AFJNPXCohW9AiSjJaf4/view?usp=sharing)

#### 2. Powerpoint Slides

[https://drive.google.com/file/d/1Ra9BSuQK7Wiz8bql2Ugz8NN5hZ2wkR\\_x/view?usp=sharing](https://drive.google.com/file/d/1Ra9BSuQK7Wiz8bql2Ugz8NN5hZ2wkR_x/view?usp=sharing)

#### 3. Animation

Storyboard title: TCP/IP animation Name(s): Kaushik Gudivada Page: 1 of \_\_\_\_\_

**Panel 1:** A simple line that flows between the sender and receiver (shape tween). And then, the question mark pops up (with "pop" sound effect).

**Panel 2:** The line and question mark disappear (pop sound). The router sound pops up (pop and then beep sound).

**Panel 3:** Multiple routers pop up (pop sound).

**Panel 4:** The box extends out and a series of small file images will show up to portray how data is parcelized. beep sound effect. After that a "TCP" text will pop up (pop sound).

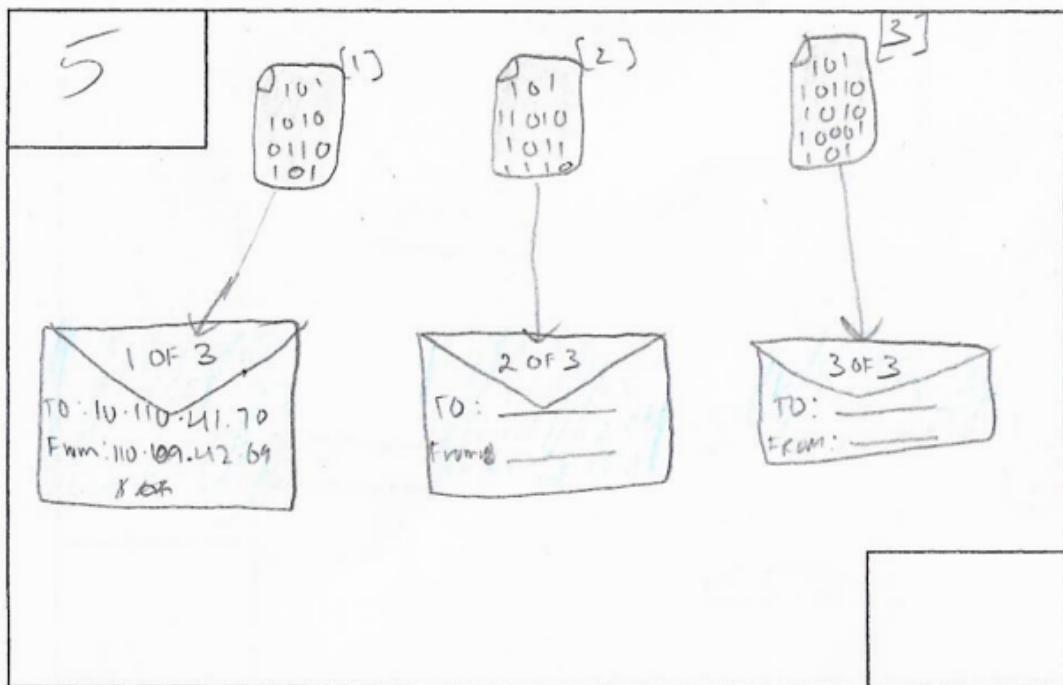
**Panel 5:** All paths. Multiple pathways (lines) flow using motion tween.

**Panel 6:** Three ants pop up on the sender line and travel along every line (same beep sound as in frame 4).

**Panel 7:** Efficient path. 3 dots flow in the top line, denoting efficient path. (beep sound).

\* All scripting and times on google Doc. [Not mentioned on storyboard]

Storyboard title: \_\_\_\_\_



The file packets [1, 2, 3] move into their respective folders. And then disappear (motion tween).  
The "TO", an "From" and "- OF 3" will pop up (pop sound).

## IMPLEMENTING THE SOLUTION:

Audio planning -

Audio location what slide/what content is represented by audio - this does not include any audio recorded for a video or animation:	Script:
Slide 5 - Hypertext	'Hypertext Transfer Protocol' is a set of rules for exchanging media like text,

Transfer Protocol (HTTP(S))	graphic images, sound and video on the internet. It governs the display and formatting while determining how an entire document is supposed to be transmitted when the browser receives the file. It mainly consists of a web server and a client to whom the data is sent. This protocol works with the ‘Secure Socket Layer’ in order to add a layer of protection when browsing the internet. This is shown as HTTPS.
Slide 6 - Simple Mail Transfer Protocol (SMTP)	Simple Mail Transfer Protocol, or SMTP, is a set of rules that helps when sending messages from a mail client to a mail server and back. These messages can either be retrieved by Post Office Protocol or Internet Message Access Protocol depending upon the method of access.
Slide 7 - Post Office Protocol (POP3)	Post Office Protocol, or POP, downloads an email from a server to one computer when it connects to the network and deletes it. You can lose access to all past emails because of the absence of the main device. It uses Transmission Control Protocol and Internet Protocol for network connection.
Slide 8 - Internet Message Access Protocol (IMAP)	Internet Message Access Protocol, or IMAP, stores a message on a server and then syncs it across all devices. It does not automatically download emails when the program connects to the server but keeps it in temporary storage.
Slide 9 - Secure Socket Layer (SSL)	‘Secure Socket Layer’ is a layer of protection that is placed on top of HTTP. It can securely pass encrypted and sensitive information using two encryption keys. It is recognizable as the “s” in HTTPS.
Slide 10 - File Transfer Protocol (FTP)	‘File Transfer Protocols’ incorporates a file server and client to transfer files using a computer on a network. It can download files from the window of recent browsers.
Slide 11 - Domain Name System (DNS)	The ‘Domain Name System’ converts the internet domain and host to IP Addresses where applicable, primarily converting it to a URL.
Slide 13 - Transmission Control Protocol (TCP)	The ‘Transmission Control Protocol’ is responsible for breaking, numbering and reassembling data packets at the end. It transmits data across the internet while ensuring that the messages are accurately sent. A checksum is predominantly used for error detection, with this protocol being unable to function on its own and requires the internet protocol to be operating as well.
Slide 14 - Internet Protocol (IP)	The ‘Internet Protocol’ finds and reroutes messages to an efficient path for reaching a destination. Error checking does not occur and data packets are sent from sender to receiver.
Slide 16 - Ethernet	Ethernet utilises CSMA/CD (Carrier Sense Multiple Access/Collision Detection) to deal with collisions when messages are sent at the same time. The speed of transmission is decided when clocks are synchronised with each other.
Slide 17 - Token Ring	Token rings are data packets that are transmitted on the ‘ring’ network, only when the ‘token’ has been received. However, it is not commonly implemented anymore.

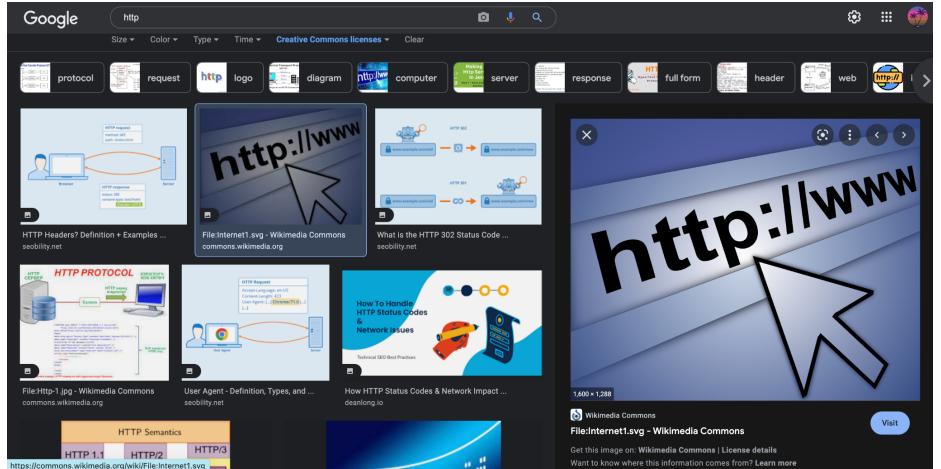
## Video planning-

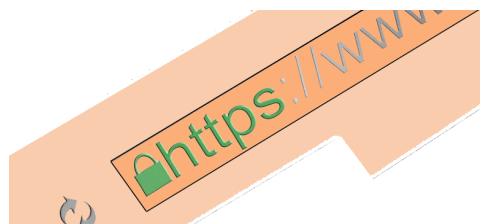
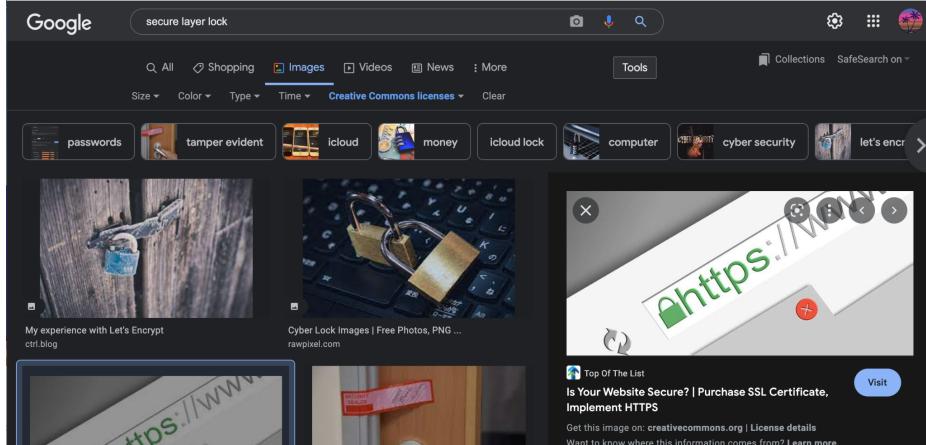
<b>Video location what slide/what content is represented</b>	<b>Scripts</b>  <b>Aadharsh's Script:</b> Before learning about protocols, we need to know what a communication system is. Many people and companies can exchange and share data electronically between two systems. They have this ability because of the development of communication systems.  There are three levels in a communication system; Application level, Communication Control and Addressing level and the Transmission level.  <b>Kal's Script:</b>  For communication to be successful, each level of sending has to occur without error. What ensures that it is successful is a set of rules. These sets of rules are called protocols.  There are 5 protocols for application-level; HTTP, SMTP, SSL, FTP and DNS.  <b>Zhitans Script:</b> There are 2 for CCA, which are TCP and IP. The last level of communication after the completion of others is the transmission level, which consists of ethernet and token ring.
	The video will be placed on the protocols page, as it will be an introductory video for protocols where we talk about what a communication system constitutes. It will be an introduction to the communication system framework, what are protocols and why they are used. Protocols for the different levels are parts of the communication system framework.

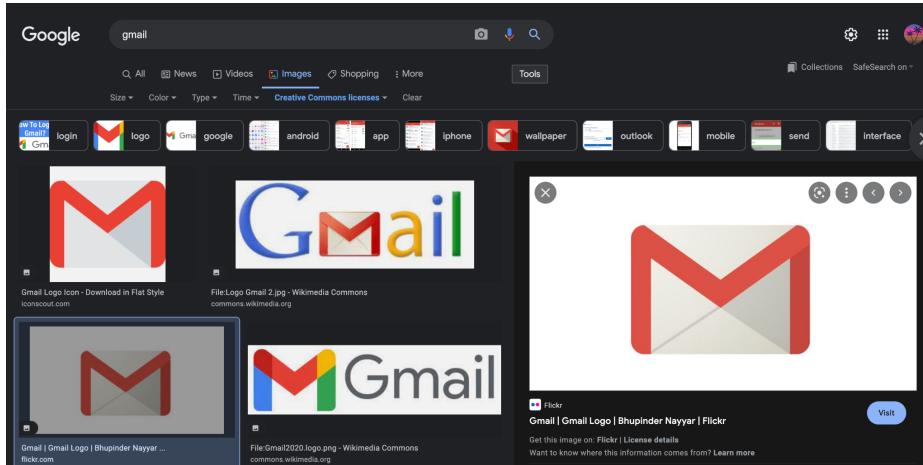
## Animation planning-

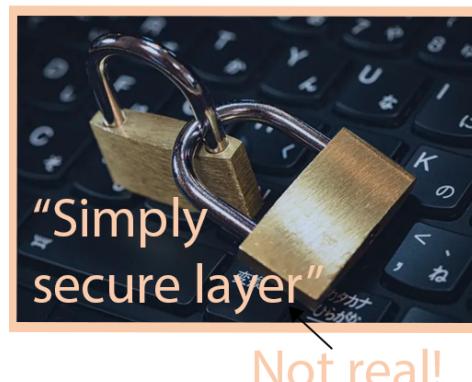
<b>Animation location</b> <b>what slide/what content is represented</b>	<b>Script:</b>  <b>Number 1:</b> “How does the communication between a sender and receiver happen? This animation delves into how TCP/IP works in a communication system.”  <b>Number 2:</b> “TCP/IP occurs in the transmission control and addressing level. The sender and receiver are both equipped with a router, but sometimes, it can be a switch or a hub.”  <b>Number 3:</b> “When the sender wishes to send something, the message that they want to send travels through numerous nodes or routers to successfully deliver their message to the receiver.”  <b>Number 4:</b> “When the sender clicks ‘send’ on their application, TCP breaks down its data into smaller packets and addresses them by utilising the IP addresses of senders’ and receivers’.”  <b>Number 5:</b> “Each packet is figuratively enveloped; it contains the packet number, and the IP addresses of the origin and destination. All this is stored in the “header” of the packet. The data is contained in the “body” and the “trailer” consists of error checking methods.”  <b>Number 6:</b> “TCP and IP work together to determine the most efficient path. There are multiple routes that the message can travel, travelling from one router to another. However, the main concept is to enable the message to travel through the fastest path.”  <b>Number 7:</b> “The protocols determine the most efficient path to allow the message to travel, while also utilising that same path to transmit the packets of data to the receiver.”
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## Image Planning

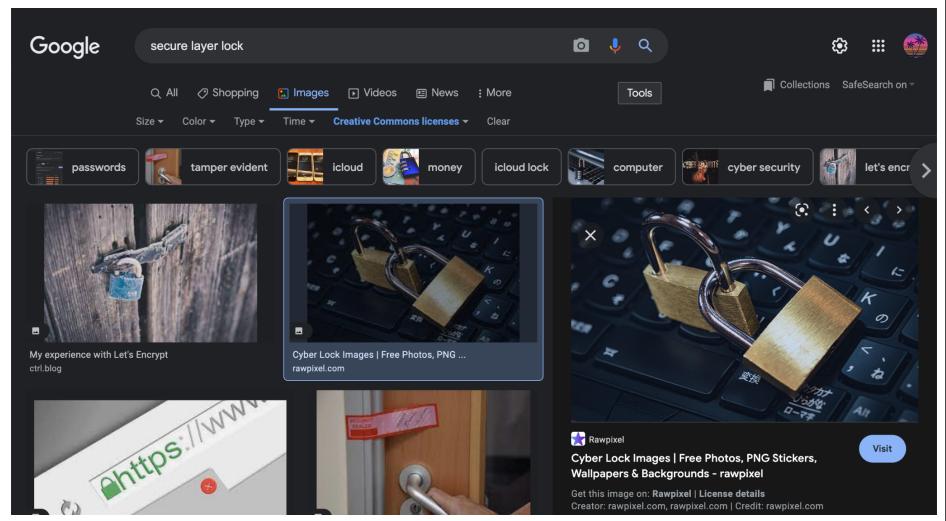
INPUT IMAGES & URL	PROCESSES APPLIED	OUTPUT
 <a href="https://commons.wikimedia.org/wiki/File:Internet1.svg">https://commons.wikimedia.org/wiki/File:Internet1.svg</a>	<p>Removed the background and made it transparent. Also, I changed the tab background and made it to the colour that matched our PowerPoint theme</p>	
PROOF OF COPYRIGHT		

INPUT IMAGES & URL	PROCESSES APPLIED	OUTPUT
 <a href="https://topofthelist.net/is-your-website-secure/">https://topofthelist.net/is-your-website-secure/</a>	<p>Removed the background and made it transparent. Also, I changed the tab background and made it to the colour that matched our PowerPoint theme</p>	
PROOF OF COPYRIGHT		

INPUT IMAGES & URL	PROCESSES APPLIED	OUTPUT
 <a href="https://www.flickr.com/photos/125207874@N04/14449772429">https://www.flickr.com/photos/125207874@N04/14449772429</a>	Made the background transparent and added a shadow-like effect.	
PROOF OF COPYRIGHT		

INPUT IMAGES & URL	PROCESSES APPLIED	OUTPUT
 <a href="https://www.rawpixel.com/search/cyber%20lock?page=1&amp;sort=curated">https://www.rawpixel.com/search/cyber%20lock?page=1&amp;sort=curated</a>	Added a border to the image and a text that said “simply secure layer” as a way to engage the audience. Also wrote and put an arrow that says that it is not real because it is not.	

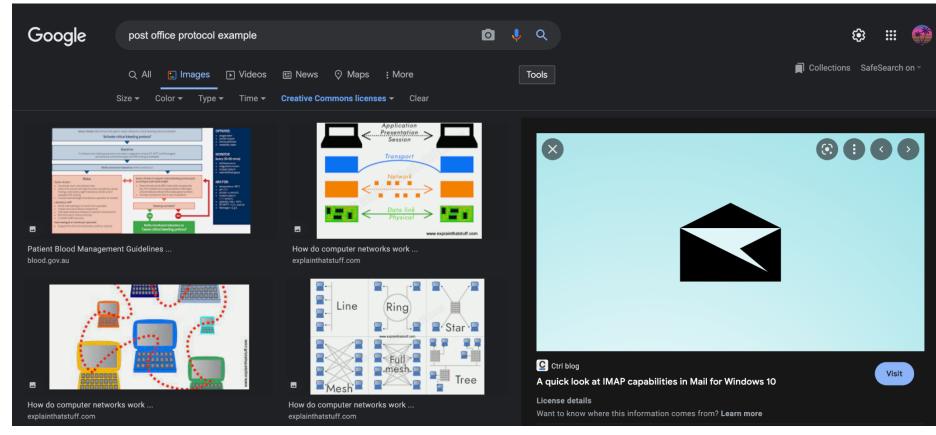
## PROOF OF COPYRIGHT

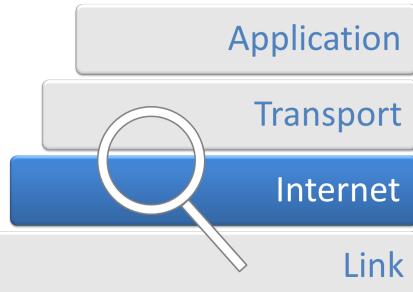
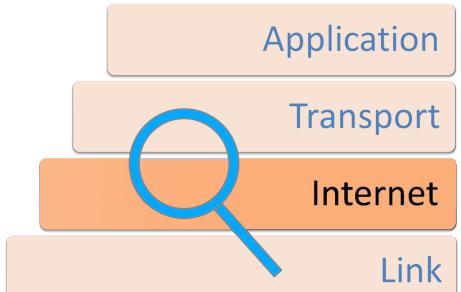
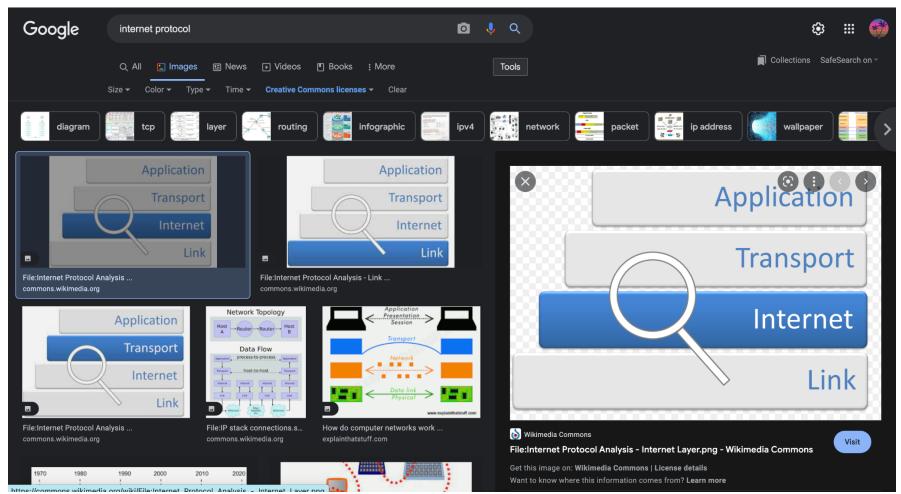


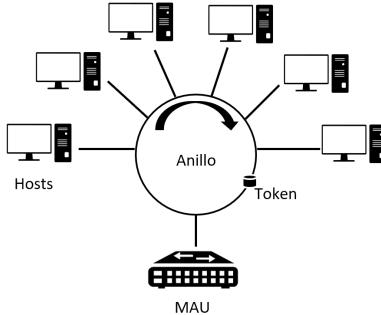
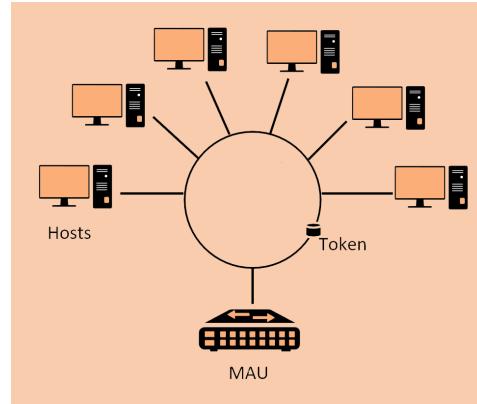
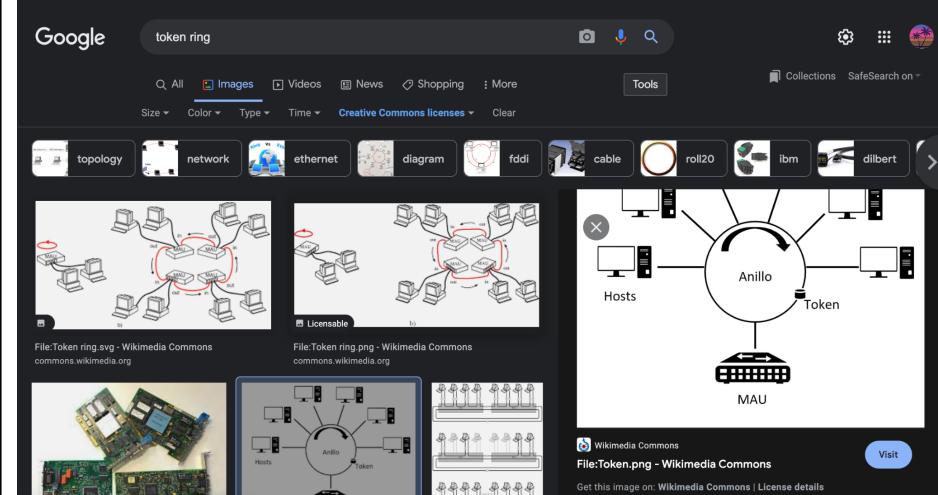
INPUT IMAGES & URL	PROCESSES APPLIED	OUTPUT
 <a href="https://commons.wikimedia.org/wiki/File:Domain-name-system.jpg">https://commons.wikimedia.org/wiki/File:Domain-name-system.jpg</a>	Changed the circle and arrow to the colour of our PowerPoint theme.	
PROOF OF COPYRIGHT		<p>A screenshot of a Google search results page for the query "domain name system". The top navigation bar shows "Google" and the search term. Below it, the "Images" tab is selected. The search results display several diagrams and explanations of DNS, including one from seobility.net and another from Wikimedia Commons titled "File:How-DNS-Work.png". There is also a watermark for "Wikimedia Commons" over the orange-colored DNS diagram from the previous row.</p>

INPUT IMAGES & URL	PROCESSES APPLIED	OUTPUT
 <a href="https://www.ctrl.blog/entry/windows-mail-tls.html">https://www.ctrl.blog/entry/windows-mail-tls.html</a>	Changed the background of this image to match our PowerPoint theme. Instead of using a backfill, a gradient with a lighter and darker shade of the same colour was used.	

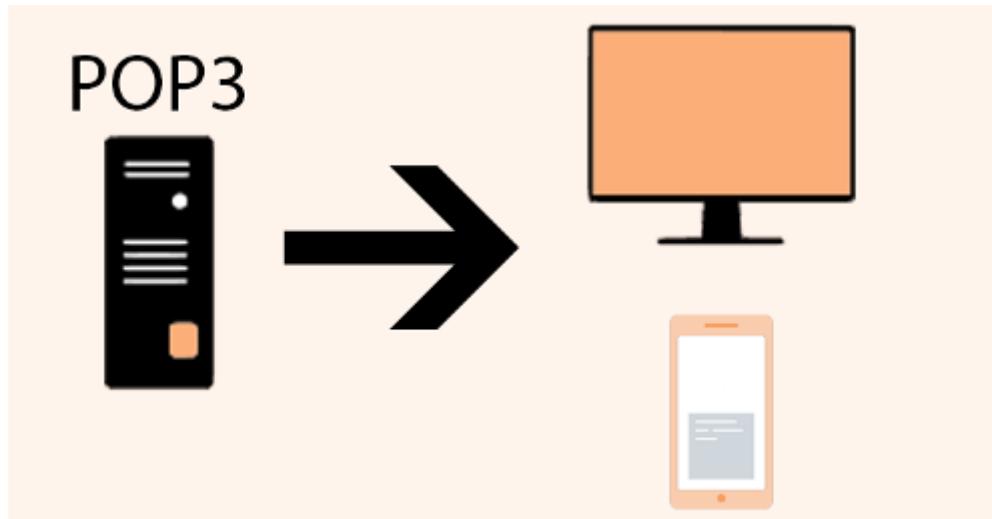
## PROOF OF COPYRIGHT



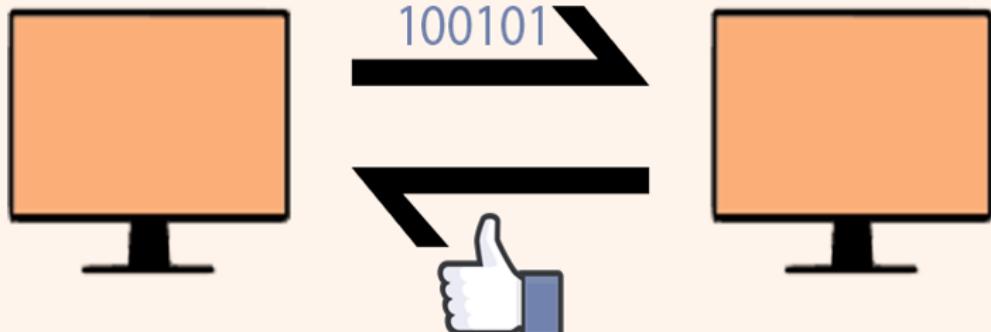
INPUT IMAGES & URL	PROCESSES APPLIED	OUTPUT
 <a href="https://commons.wikimedia.org/wiki/File:Internet_Protocol_Analysis_-_Internet_Layer.png">https://commons.wikimedia.org/wiki/File:Internet_Protocol_Analysis_-_Internet_Layer.png</a>	Changed the colours to match our PowerPoint theme. Made the highlights slightly brighter than the others.	
PROOF OF COPYRIGHT		

INPUT IMAGES & URL	PROCESSES APPLIED	OUTPUT
 <p><a href="https://commons.wikimedia.org/wiki/File:Token.png">https://commons.wikimedia.org/wiki/File:Token.png</a></p>	<p>Changed the background colour to the same one as our PowerPoint theme, and made the computer and nodes a darker shade of the same colour to easily distinguish and contrast.</p>	
<b>PROOF OF COPYRIGHT</b>		

### Original images:

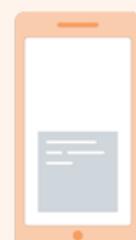
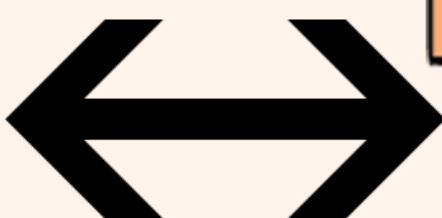


# TCP



2. TCP -

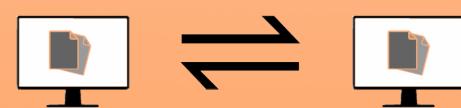
# IMAP



3. IMAP -



4. Ethernet -



5. FTP -

# TESTING, EVALUATING AND MAINTAINING THE SOLUTION:

Testing of the product:

- Test the product – make sure all media types are embedded properly, links work etc...
- Test your product on other computers and operating systems using different logins from different locations. (Use the tables below)
- Discuss any issues you found and how you fixed them

Date of testing: 22/06/2022	Screen Size: 13.3 inches (2560 x 1600) - 2017 Macbook Pro
Platform tested on: macOS Monterey 12.3.1 / Windows 10	
The resolution and readability of the animation were alright.	N/A; We did not have anything to fix, as the resolution meant that we were able to read everything on the screen.
The newly edited version of the animation had no sound; muted.	Kal had to fix it on his Windows computer, test it to see how it works with sound, and then send it to me. I tested it on my own Mac computer and it worked here as well.
The media (aside from issues with sound) was proficient.	N/A; Apart from the aforementioned sound issue, the media utilised was on track and is made in an interesting manner for the target audience.

Date of testing: 23/06/2022	Screen Size(s): <ul style="list-style-type: none"><li>- 6.5 inches (full rectangle); 6.3 inches (rounded corners) - A51</li><li>- 5.8 inches (full rectangle); 5.6 inches (rounded corners) - Galaxy S10e and S8</li></ul>
Platform tested on: <ul style="list-style-type: none"><li>- Android 9; One UI 1.0 (On a Samsung Galaxy S8)</li><li>- Android 11; One UI 3.1 (On a Samsung Galaxy A51)</li><li>- Android 12; One UI 4.1 (On a Samsung Galaxy S10e)</li></ul>	
The resolution overall is great, and there haven't been any sudden changes in quality with time.	N/A
The size of text just gets adapted to the relative size of each device's screen, and collapses in a way that makes it able to be scrolled by the user. They don't appear peculiar in any shape or form, and this assisted with the quality of the product.	N/A
The media effectiveness was great, as they deliver concepts in a professional and clear manner. The product created is much more engaging than the ones typically found in some textbooks, which are convoluted and tend to be	N/A

boring for people to contemplate.	
Date of testing: 23/06/2022	Screen Size: 5.5 inches
Platform tested on: - Apple IOS 15.5	
The resolution has been spectacular as everything has been displayed immaculately.	N/A
The size of the text remained constant with this device's screen specifications. It always gets adjusted to make it normal, and it is always very easy to view (probably due to the efficient processor which makes this a reality).	N/A
Media effectiveness was great and therefore worthwhile, as information has been successfully conveyed with great detail and all elements work together to deliver essential information to the users.	N/A
Date of testing: 23/06/2022	Screen Size: 1920x1080 Also tested on 2 monitors: 3840x2160 and 1920x1200
Platform tested on: - Lenovo X1 Carbon (Windows 10) - Dell Inspiron (Windows 11)	
The resolution of all media in the PowerPoint was top notch.	N/A
Size of text among all slides/frames were readable even amongst personnel with eye issues. Therefore, it is a good size.	N/A
All the media on PowerPoint had very similar colour patterns so it was pleasing to the eye; at the same time relating to the content and being engaging.	N/A

Date of testing: 23/06/2022	Screen Size: 15.6 inches
Platform tested on:	
- HP Elitebook (Older Computer; Windows 10 Enterprise)	
The resolution was alright and is discernable. The only thing that I would say is that due to the capabilities of its processor, it typically reacts to inputs by the user at a slower pace than newer computers.	N/A
The size of the text was fit for the type of screen that it was viewed on, and therefore it is able to be read.	N/A
The media effectiveness was great again, as it offered a comprehensive collection of types of 'media' that together helps ensure its performance.	N/A

## Evaluation of the product and design:

- What went well with your design and what did not work?
- Reflect briefly on how you worked together; did you communicate effectively, and did everyone pull their weight?
- Did your design ideas work, were your ideas too ambitious, were your skills not strong enough - how did you address issues?

For our design, the intuitive buttons which redirect a user make it relatively simple for the user to navigate. Our background choice was enlightening as it has a specific colour scheme that elevated the look and feels. The interactive elements' layout is also integral to its appearance, with us putting the video(s), animation(s) and pictures in logical places where you would still be able to clearly see the buttons. The logical progression of slides (from buttons) was also prominent in making it simpler for the user to learn about protocols. Our animation has also been enticingly made with sound effects and the audio is clear. However, our video's resolution quality could have been improved with a better camera, although the sound quality is superb.

During the boundaries of this project, we worked well together. We communicated ideas and suggestions via a shared social media chat group, and regularly found the time to work on this project. We divided our tasks equally among the three of us and everyone did manage to 'pull their own weight' with helping what is to be completed. However, due to a lot of preparation for assessment tasks across other subjects, we had to try to complete and fit everything in during the last couple of days prior to submission. The most that we have done for this task was after Tuesday, with most nights being when we had worked together. That still did not stop us from reaching completion at the conclusion, and we were able to submit polished and completed files for the task.

At the start, we did not make our design ideas very ambitious. This was due to the impending nature that time constraints have carried forward, so we decided to make each page look as simple and clear as it can possibly be. They are mostly just some text, concise navigation buttons, and multimedia elements, that are placed over an intriguing background. However, the video resolution can still be better, even though we had said that the resolution was 'top-notch' within the testing state. It is due to the resolution that has been set within the camera and we had to choose people who had loud voices and similar accents to record audio for the slides (meaning that I didn't get to do it), but I did get to do some audio for the video. We also encountered the issue of the animation's audio not working on my computer, which later then got fixed by Kal on his computer as he tested the mechanism again.

As a whole, I believe that we had done a great job on this project. Even though there happened to be a few issues, they probably won't affect the project a lot! We had also generally learned the importance of teamwork, communication and listening skills, and also how a wide variety of multimedia elements can arouse interest within the audience.

Logbooks should be submitted individually in a separate document.