2Multimedia for Education

How to

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1. About site  
    <How to> is designed to help students study Animate first time. There are three menus : Download, Animate, and Quiz.  
    First, in the Download menu, There is a button with a link to download a program. A download window pops up in a new windows by using <target=”\_blank”>.  
    Second is Animate, the main page of the project. It is divided into category and display section by using ID. When you select a table of contents in the category part on the left, the corresponding html file is displayed in the right section.   
    I’ll go into details and explain about the table of contents. ‘Basic’ is an explanation of Animate’s tools and work space. Mouse effect were used in this part. Hovering the mouse over the tool icon in the tool part will display shortcut in a tooltip. Timeline part also used mouseovers and mouseout to change the images.  
    Next is the tween part. Animate offers three different types of tween : Motion, Shape and classic. However, people can’t easily know differences between them. By displaying the flash of tweens, people can identically distinguish the role of tweens, and choose what they need. If classic tween is used for the flash the learner wants to produce, the learner can press SHOW button to see the work process. They provides slide show of work process. In order to help you learn more comfortably, you have to push the button to make slide send. If students have finished learning or want to hid work process, just click HIDE button. The following is the publishing part. There is video about publish animate. It used <iframe> tag to display video from Internet.  
    Last menu is Quiz. They divided three section : flash/quiz/flash. The quiz part provides questions and timer. Using JS, program check the time and score. If the answer is received using the radio, compared to the value stored in the same question they print out correct or wrong text. All of question are solved, the total number of questions and scores will be displayed.
2. Effects and complements  
   images, videos, and flashes make it easy for learner to understand the process. Intuitively show the differences between tweens by flash, making it easy to find and select the tasks people need. However, the collision of array and input tags prevented the use of random quizzes, resulting in a lack of question diversity. The number of question can be solved with continuous additions, but there is a problem that the question is repeated. Also, the problem of diversity occurs in the example. Of course, there is no difficulty in understanding the process. Although lack of resources exist, <how to> has an intuitive and variety multimedia to give effective Animate learning.