

CMSI 402/ADVANCED MULTIMEDIA CAPSTONE



# DECADAL CLOCK PROPOSAL

Cherrell Finister  
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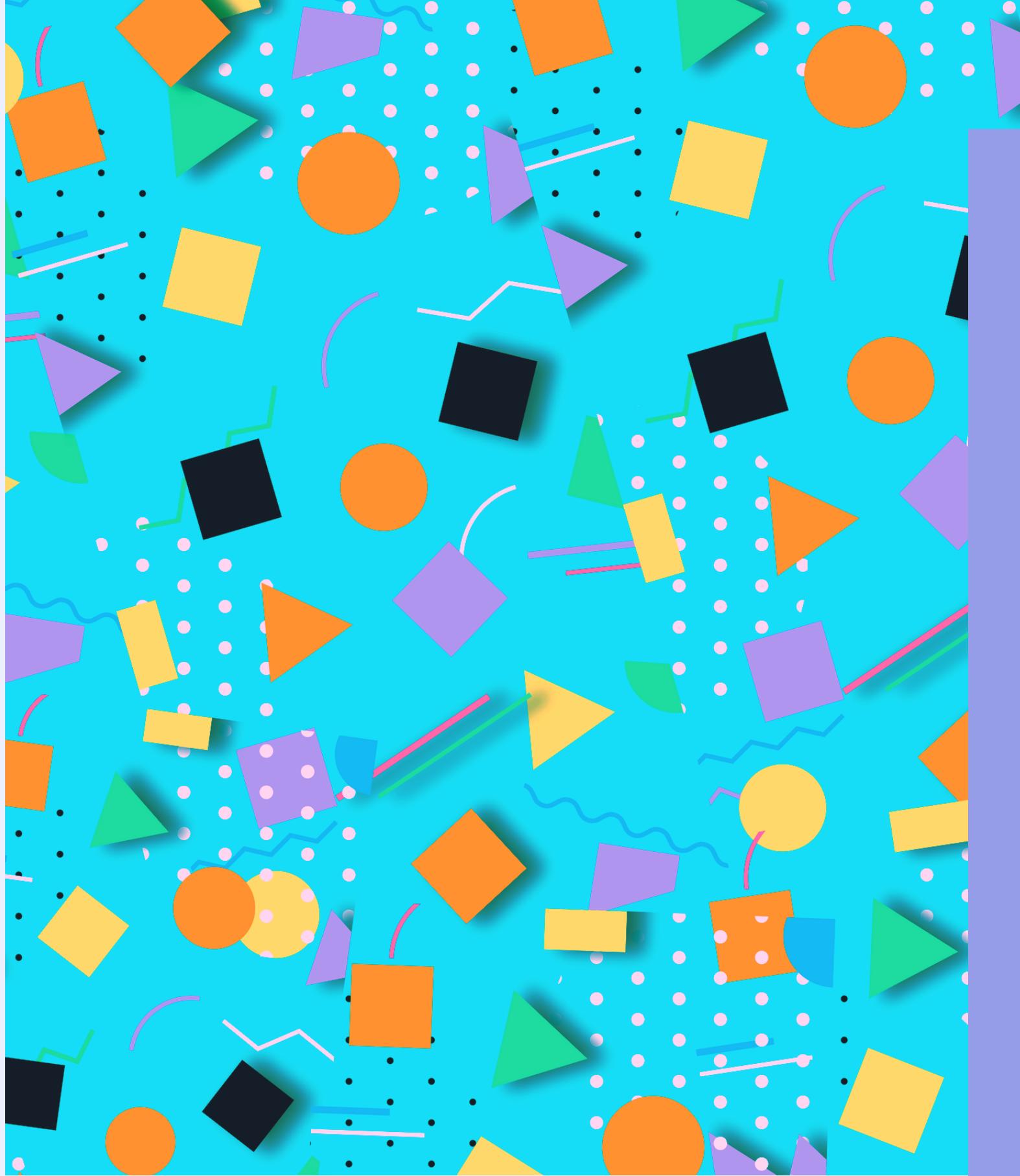
# What is this?

## INTERACTIVE STORYTELLING

**Interactive storytelling** is using digital tools to tell stories or sharing stories through multimedia (source: Story center)

**Decadal Clock** is a interactive digital storytelling application that combines both the use of multimedia mediums and coding to form a unique user experience.

A digital analog clock that explores different decades through the use of an application and a user to trigger those decades to encourage interactive learning.



# Target Audience

## WHO WILL USE THIS?

Users between the ages of 13 - 18 or in high school who are learning or interested in learning more about different decades in a different way other than just reading.

Users also interested in digital storytelling and this could improve teaching and learning methods.

# User Interaction

HOW DOES THIS LOOK?

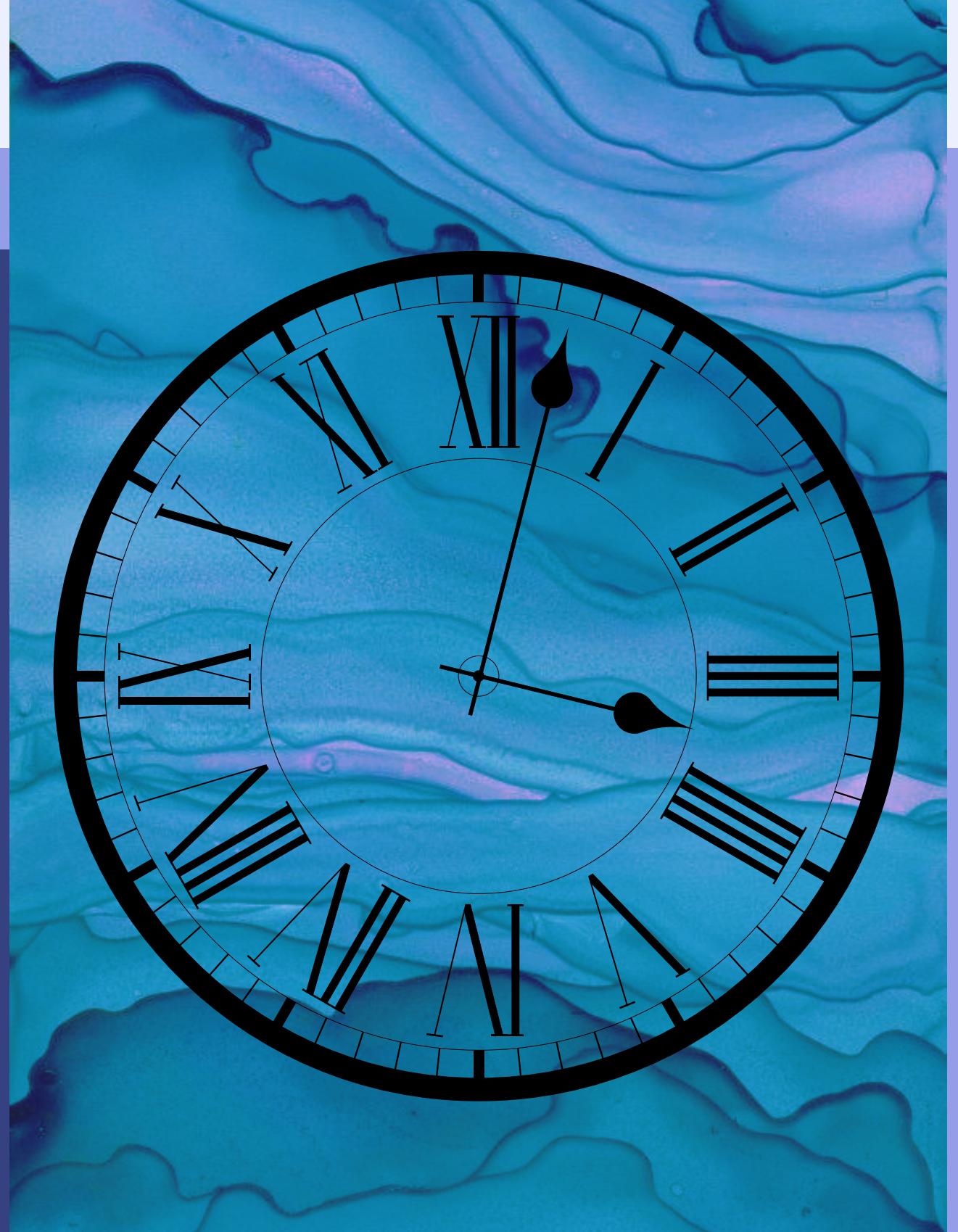
- Multimedia art installation.
- Web-based application.
- Huge screen monitor to display digital analog clock.
- Different decades can trigger different styles and designs on the digital clock.
- Different times can trigger different facts and information to pop up.

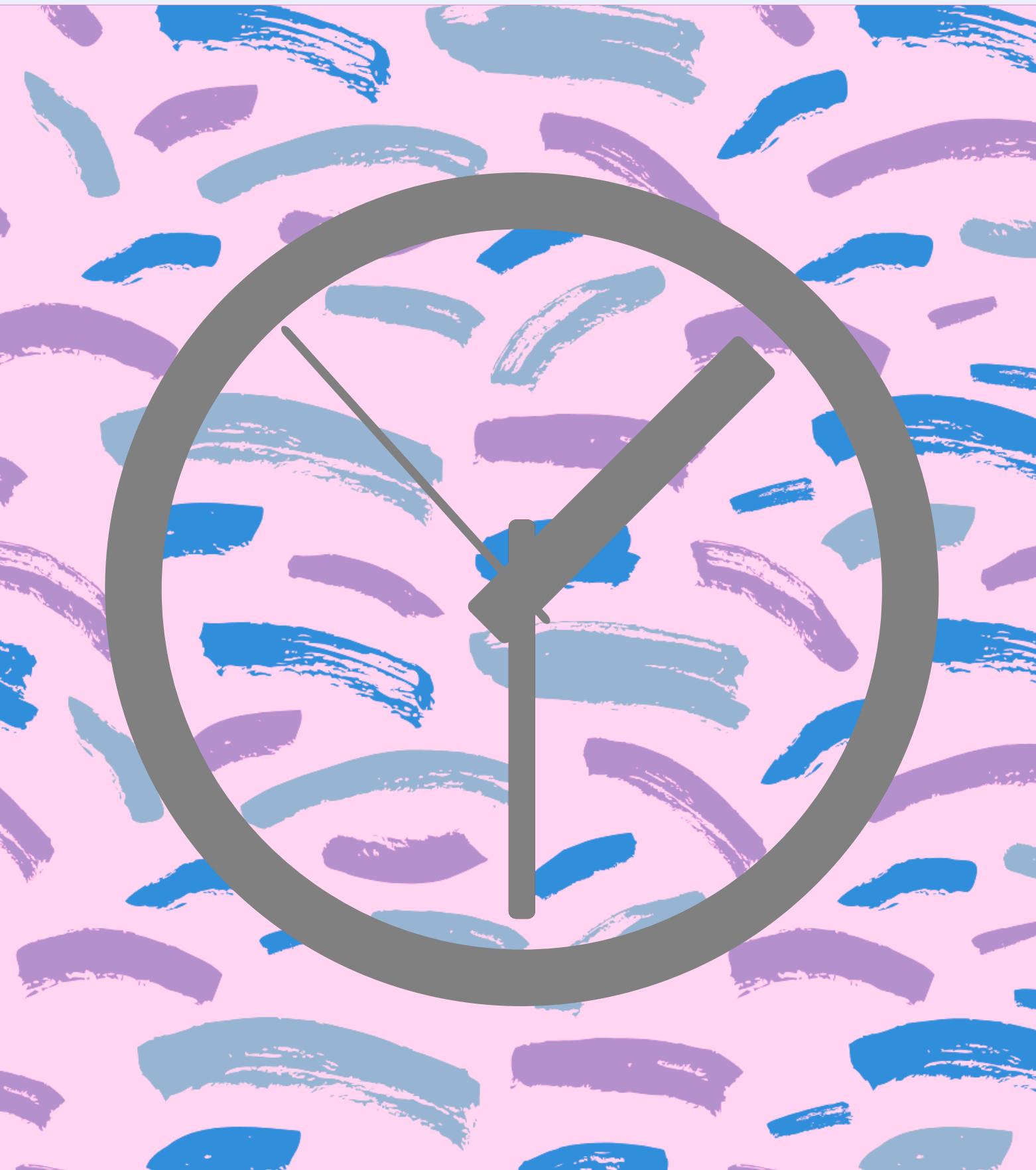


# User Interaction

## WHAT CAN USERS DO?

- Users can select different decades on the application and this will trigger a real life experience.
- Users can select different times during the day and this will display different popular pop culture and news based information to pop up on the digital clock.
- Users are learning between different platforms.





# Why?

## justification

- Encourages interactive and engaged learning.
- Combing the use of multimedia and computer science skills to build a cohesive application.
- demonstrating my time here as a individualized studies major.

# Questions?