PIM0035 – MULTIMEDIA PROJECTS

PROJECT GUIDELINES

This courseware project carries 100% of your total marks for Multimedia Project. Students need to develop a multimedia courseware which can be used as educational material intended as kits for teachers or trainers or as tutorials for students.

This is a **GROUP PROJECT** with presentation and documentation. The maximum members per group are **FOUR** (4) and minimum is **TWO (2)** members. Students have to develop a courseware using Swish MAX, Paint.NET and Audacity. The most important aspect is the ability to produce a multimedia application that **HAS** objectives and marketable values.

OBJECTIVES

1. To give students the basic skills of designing graphics, editing audio and producing a courseware.
2. To develop an interactive multimedia application (courseware).
3. To train the students on time management and how to organized the information.

DELIVERABLES

The project deliverables:

1. Multimedia Application (Courseware) – burned on a CD/DVD
   a) Final courseware – .**swf** and **exe** [Ensure your application can be viewed in full screen]
   b) All raw files must be **properly named** and **organized into folders** according to its category. E.g. images, animation, audio etc.
   c) No video element is needed
   d)

2. Project documentation – hardcopy with type-written project report.
   a) Stage 1 – Planning and costing
   b) Stage 2 – Designing and producing [Navigation structure and Storyboard]

3. Project Presentation

MULTIMEDIA APPLICATION (COURSEWARE)

The Multimedia Application (Courseware) must include the following:

- Multimedia Element (Graphic, Audio, Animation & Text)
- User interaction
- User interface & accessibility
- Originality
- Run error-free
- Completeness
- Focus and user-friendly

PROJECT DOCUMENTATION

Project documentation must include:

STAGE 1
- Project Proposal/Outline

STAGE 2
- Site map or navigation structure
- Storyboard

FINAL REPORT
- Include all documentations in *STAGE 1 and STAGE 2*
- Acknowledgements.
- Table of contents.
- Objective of the multimedia application that you have developed.
- Introduction to the multimedia application that you have developed.
- Scope of the multimedia application (who will be the user of your application. (E.g.: Five year old children, secondary student etc.).
- Conclusion
- References: References that you have been used in this project.

OVERALL ASSESSMENT

Please make sure that your multimedia application follows at least the minimum of the requirements stated for the project.

Multimedia Application (Courseware) - Week 9 (20%) - Week 13 (50%)	70%
Project Documentation: - Week 2: Stage 1 (10 marks) - Final report (30 marks)	10%
Project Presentation - Individual Presentation (10%) - Week 5: Stage 2 (10%)	20%
TOTAL	**100%**

FOR SUBMISSION

The multimedia application should be burnt on CD/DVD and attached together with type-written project report.

- *To gain GOOD marks, your courseware must have the X factor and content has to be original.*
- *If you are caught for plagiarism, you will obtain close to a 0 mark.*