_____

Tutorial 9: Designing and Producing

Part 1: Key Term Quiz

1. The graphic outlines that describe each page of a project in exact detail are called _____.

2. A multimedia structure in which users navigate sequentially, from one frame or bite of information to another, could be called _____.

3. A multimedia structure in which users navigate along the branches of a tree structure that is shaped by the natural logic of the content could be called _____.

4. A multimedia structure in which users navigate freely through the content of the project, unbound by predetermined routes, could be called _____.

5. A multimedia structure in which users may navigate freely, but are occasionally constrained to linear presentations, could be called _____.

6. The complete navigation map that describes all the links between all the components of your project is known as _____.

7. Thestructuresactuallyrealizedbyauserwhilenavigatingtheproject'scontentisknownas_____.

8. Fundamental graphic objects that represent an activity or concept are called _____.

9. The standard that ensures that project files are given logical names and stored in folders with logical names is the _____.

10. Making sure that old files are archived and new versions are properly tracked is called _____.

Part 2: Multiple-Choice Quiz

1. Which of these is not an advantage of creating detailed storyboards before beginning production?
a. It will be better and easier to construct the project.
b. Less time is required in polishing the final product.
c. Getting to the production stage is faster.
d. It is better suited to separate design and production teams.
e. Clients who like to tightly control the production process prefer it.

2. Which of these is not one of the listed types of organizational structures?
a. linear
b. hierarchical
c. nonlinear
d. composite
e. recursive

3. The visual representation of a project that includes a table of contents as well as a chart of the logical flow of the interactive interface is often called:

a. a storyboard

b. a workflow diagram c. a prototype

d. a navigation map

e. a master layout

4. The method you provide to your viewers for navigating from one place to another in your project is part of the:

a. script

b. user interface

c. storyboards

d. depth structure

e. surface structure

5. The generic term for any area of an image that can be clicked on is:

a. a hot spot

b. a storyboard

c. an image map

d. a rollover e. an icon

6. An interface in which a user can click a button and change the approach of the whole interface is called:

a. a prototype

b. a navigation map

c. a modal interface

d. a site map

e. a transitional GUI

7. Having separate novice and expert interfaces for a multimedia program is generally not a good idea because:

a. it tends to take up too much disk space or bandwidth

b. novice users tend to get caught in the expert mode

c. only a minority of users are expert; most users are caught in between and are frustrated

d. most authoring systems are not capable of handling parallel structures

e. it makes developing documentation awkward and unwieldy

8. GUI stands for:

a. General/Universal/Individual

b. General Utilization Instructions

c. Global Usage Image

d. Guidelines for Usability and Interaction

e. Graphical User Interface

9. The Macintosh and Windows GUIs are successful partly because:

a. they enable cross-platform file structures
b. their basic point-and-click style is simple, consistent, and quickly mastered
c. they are highly customizable, allowing programmers to use program-specific keyboard shortcuts
d. they tend to make the computer run more efficiently
e. slick marketing efforts tricked gullible consumers

10. Noninformation areas left intentionally free from visual clutter are often referred to as:
a. negative space
b. screen real estate
c. advanced organizers
d. white space
e. depth structure

11. The standards that ensure that project files are given logical names and stored in folders with logical names are the:
a. usability guidelines
b. pattern-recognition algorithms c. file-naming conventions
d. review-cycle management
e. project tracking protocols

12. Perhaps the most significant problem with creating a multimedia program that gives users complete free reign is that:
a. such freedom is difficult to program
b. computers cannot yet process so many variables concurrently
c. too much freedom can be disconcerting to users
d. it is difficult to organize data into meaningful structures
e. such interfaces tend to be cluttered and unwieldy

13. Default colors for anchor text are found in which HTML tag?
a. <HEAD>
b. <FRAME>
c. <LINK>
d. <COLOR>
e. <BODY>

14. Which of these is probably not a good step to take before starting the production process for a multimedia project?
a. Lock in the design so there are no further changes to delay production.
b. Establish limits on client review cycles to reduce cost overruns.
c. Set up an FTP site for sending and receiving production files.
d. Establish clear file-naming and version control standards.

e. Check the state of your hardware and software to ensure reliability and capability, and integrate any upgrades.

15. An image on a web page can be sectioned in HTML into areas that are clickable links. This is called:
a. a sweet spot
b. a site map
c. a rollover
d. a frameset
e. an image map

Part 3: Lab Projects
Exercise 3.1:
Locate three different web sites: a news site, a shopping site, and a hobby or special interest site. Print out the home page for each site (the home page should include the primary navigation; it should not be a "splash page" that includes little navigation). Circle all the buttons on the interface. Note any buttons that are common to each site. Compare the layout and structure of the sites, ignoring aesthetic considerations. List the buttons that are different. Comment on why the buttons are laid out and grouped as they are. Is the site accessible? How are icons used? How are menus used? Write a report documenting your observations, and include the printouts.

Exercise 3.2:
Locate three different web sites that have similar content and that include site maps. Print out each site's map. How are the structures similar? How are they different? How are the differences related to their content? How are the differences related to a different way of structuring the information? Write a report documenting your observations, and include the printouts.

Lecturer: Vu Minh Tuan   Tutor: Le Thang