



DEPARTMENT OF EDUCATION  
SCHOOLS DIVISION OF NEGROS ORIENTAL  
REGION VII

Kagawasan Ave., Daro, Dumaguete City, Negros Oriental



# EMPOWERMENT TECHNOLOGIES

## Quarter 4 – Module 1

### Interactive Multimedia



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**Empowerment Technologies**  
**Alternative Delivery Mode**  
**Quarter 4 – Module 1: Interactive Multimedia**  
**Second Edition, 2021**

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## ***Introductory Message***

This Self-Learning Module (SLM) is prepared so that you, our dear learners, can continue your studies and learn while at home. Activities, questions, directions, exercises, and discussions are carefully stated for you to understand each lesson.

Each SLM is composed of different parts. Each part shall guide you step-by-step as you discover and understand the lesson prepared for you.

Pre-tests are provided to measure your prior knowledge on lessons in each SLM. This will tell you if you need to proceed on completing this module or if you need to ask your facilitator or your teacher's assistance for better understanding of the lesson. At the end of each module, you need to answer the post-test to self-check your learning. Answer keys are provided for each activity and test. We trust that you will be honest in using these.

In addition to the material in the main text, Notes to the Teacher are also provided to our facilitators and parents for strategies and reminders on how they can best help you on your home-based learning.

Please use this module with care. Do not put unnecessary marks on any part of this SLM. Use a separate sheet of paper in answering the exercises and tests. And read the instructions carefully before performing each task.

If you have any questions in using this SLM or any difficulty in answering the tasks in this module, do not hesitate to consult your teacher or facilitator.

Thank you.



## ***What I Need to Know***

This module was designed and written with you in mind. It is here to help you master the context of Empowerment Technologies. It contains varied activities that can help you as a Senior High School student to succeed in environments that require the use of computer and the Internet.

The module contains lessons in multimedia and interactivity in the online environment, which allows students to use them to improve their website.

Happy learning!

### **Content Standard:**

- The learners demonstrate an understanding of how rich media content and interactivity affects and changes the user experience in the delivery and consumption of ICT content.

### **Performance Standard:**

The learners:

- at the end of the week independently assess one's experience along a range of online rich content on the basis of the usability of the interface

## **MOST ESSENTIAL LEARNING COMPETENCIES:**

- explore the principles of interactivity and rich content in the context of Web 2.0 and the participation of the user in the online experience  
**CS\_ICT11/12-ICTPT-IIk- 14**

After going through this module, you are expected to:

K: identify the multimedia and interactivity of a site

S: embed multimedia content from YouTube

A: appreciate the importance of interactivity and multimedia that affect the user experience



## ***What I Know***

### **I. Identify what is being asked. Write your answers on your notebook.**

- \_\_\_\_\_ 1. You do not need to install these games to your computer as they run in most updated web browsers.
- \_\_\_\_\_ 2. TED Talks is an example of this.
- \_\_\_\_\_ 3. It is an online survey forms and tests that automatically display the results when finished.
- \_\_\_\_\_ 4. This is a video hosting site where you can upload, download, and share videos.
- \_\_\_\_\_ 5. It is an episodic series of video streamed online.
- \_\_\_\_\_ 6. This is any computer-delivered electronic system that allows user to control combine and manipulate different types of media.
- \_\_\_\_\_ 7. This is a content that uses a combination of different content forms such as text, audio, images, animations, video and interactive content.
- \_\_\_\_\_ 8. This is a button in YouTube that is pressed to get the code of the video.
- \_\_\_\_\_ 9. This is a multimedia content hosted by YouTube.
- \_\_\_\_\_ 10. These are online courses that simulate the classroom online.

### **II. Use the numbers 1-5 to arrange the steps in inserting a YouTube video to your site. Write your answers on your notebook.**

- \_\_\_\_\_ 1. Click on Embed.
- \_\_\_\_\_ 2. Search for your YouTube video.
- \_\_\_\_\_ 3. Paste the code on your site.
- \_\_\_\_\_ 4. Copy the code.
- \_\_\_\_\_ 5. Go to the bottom of the video and click the Share button.



## ***What's In***

Do you use an online collaborative tool with your group? If yes, what are they and what do you use them for?



## ***What's New***

There are various online collaborative tools that a group can use to communicate using the Internet. Is there multimedia that you can see in the site? What makes it interactive?



## **What is It**

Interactive Multimedia is defined as any computer-delivered electronic system that allows user to control, combine, and manipulate different types of media. It signifies that interactive multimedia is about using multimedia to provide information or communicate.

### **Uses of Interactive Multimedia:**

- Education
- Training
- Games
- Simulation
- Information Presentation
- Corporate Presentation

### **Multimedia**

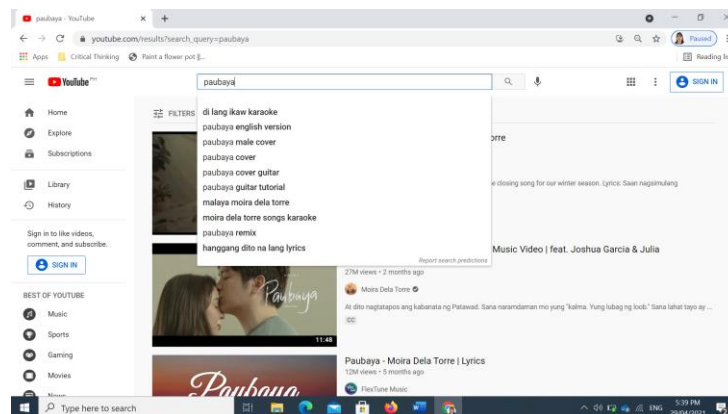
Multimedia is a content that uses a combination of different content forms such as text, audio, images, animations, video and interactive content. Multimedia contrasts with media that use only rudimentary computer displays such as text-only or traditional forms of printed or hand-produced material.

### **Multimedia Contents:**

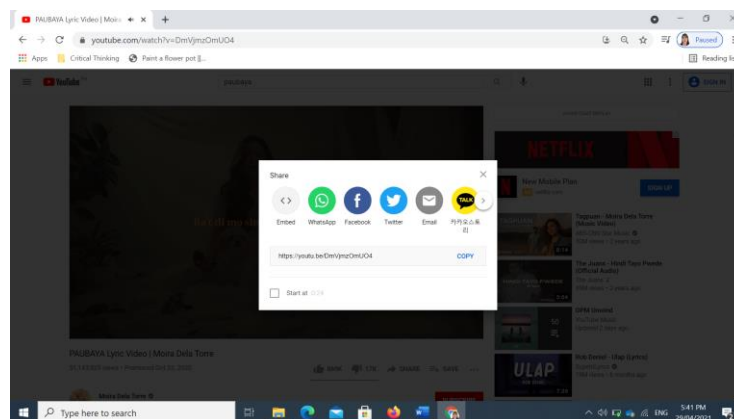
1. **Videos.** Through video hosting sites, you can take a video and show it to the entire world (e.g. YouTube)
2. **Sound, Music or Audio.** If videos are too much for you, you can always record sounds. You can share your sound bites to the entire world (e.g. SoundCloud).
3. **Online Games.** Game developers now create what is called “browser-based games.” You do not need to install these games to your computer as they run in most updated web browsers (AdventureQuest, Farmville, Candy Crush)
4. **Online Tests.** Online survey forms and tests that automatically display the results when finished (Online IQ and Personality Tests).
5. **Courseware.** Online courses that simulate the classroom online (e.g., E-learning Courses using a Learning Management System)
6. **Podcasts.** An episodic series of audio or text files streamed online (e.g., Stuff You Should Know, TED Talks, The Starters, Ear Biscuits).
7. **Vodcasts.** An episodic series of video streamed online (e.g., YouTube series/shows like Video Game High School, Good Mythical Morning).

## How to Insert a YouTube Video on Your Blog Post

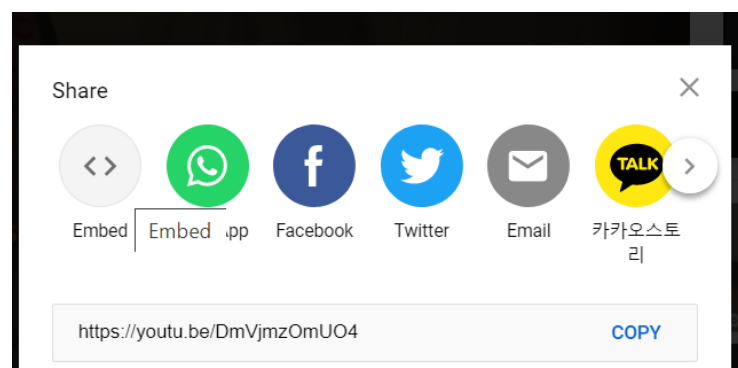
1. Search a video of your choice on YouTube.com.



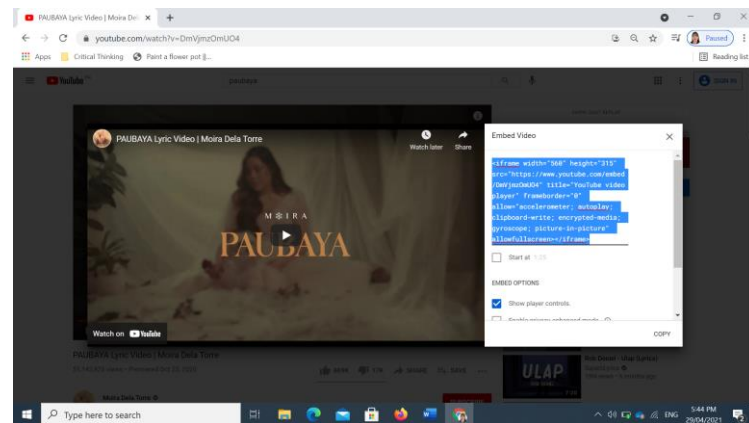
2. Go to the bottom of the video and click the **Share** button.



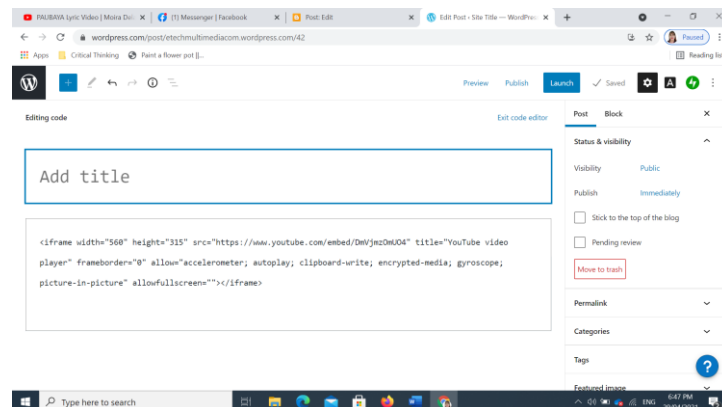
3. Click on **Embed**.



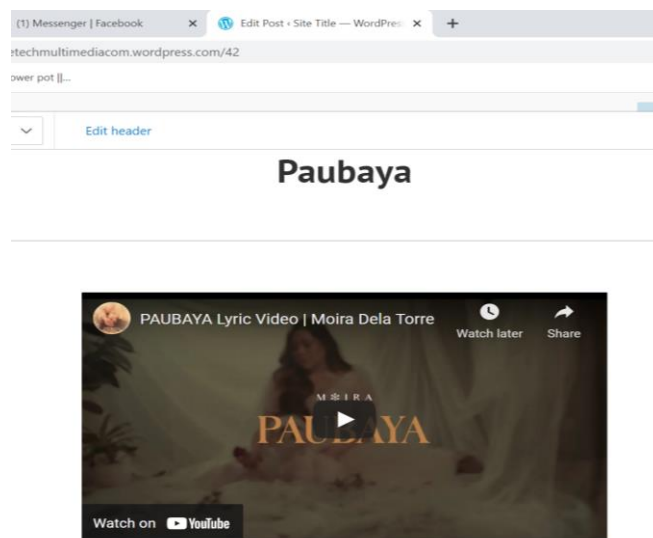
4. Copy the code in the textbox.



5. Paste it in the blog that you made.



6. Preview then publish the content.







## ***What's More***

Visit a facebook account and identify the interactivity and multimedia being used. Fill-up the following table.

Multimedia	Interactivity



## ***What I Have Learned***

**Instruction:** Make a journal to manifest your understanding about the topic. You can start by following the format below. Write it in your notebook.

I have learned that \_\_\_\_\_.

I have realized that \_\_\_\_\_.

I will apply \_\_\_\_\_.



## ***What I Can Do***

*Option 1:* Adding a YouTube video to your site.

1. Make a 3-minute introductory video about yourself.
2. Upload your video in YouTube.
3. Embed it to the website that you made the other week.
4. Submit the link to your teacher.

*Option 2:* Create a script of your introductory video in a one whole sheet of paper.



## **Assessment**

### **I. Identify what is being asked. Write your answers on your notebook.**

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## **Additional Activities**

Go to [www.16personalities.com](http://www.16personalities.com) and answer the personality test.  
Answer the following:

- 1. What makes the test interactive?
- 2. Do you think the site is trustworthy?
- 3. Do you think the result is believable?
- 4. How does this site come up with the result?



## Answer Key

<b>What I Know</b>	
I.	
1.	Online games
2.	Podcast
3.	Online tests
4.	YouTube
5.	Vodcast
6.	Interactive multimedia
7.	Multimedia
8.	Share
9.	Video
10.	Courseware
II.	
11.3	
12.1	
13.5	
14.4	
15.2	

<b>Assessment</b>	
I.	
16.	Online games
17.	Podcast
18.	Online tests
19.	YouTube
20.	Vodcast
21.	Interactive multimedia
22.	Multimedia
23.	Share
24.	Video
25.	Courseware
II.	
26.3	
27.1	
28.5	
29.4	
30.2	

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