

Capstone Project Assignment 1: Project Proposal Document

Search the Web to get inspired about the concept for your Multimedia and Animation Capstone Project. Here is a list of the web pages with interesting ideas:

- <https://noni.cmiscm.com/>
- <https://eyes.nasa.gov/apps/asteroids/#/home>
- <https://senses.bang-olufsen.com/>
- <https://prism-on.tokyo/harmonious/>
- <https://edition.cnn.com/interactive/2022/10/europe/belarus-hospitals-russian-soldiers-ukraine/>
- <https://soundraw.io/>
- <https://play.aidungeon.com/>
- <https://quickdraw.withgoogle.com/>
- <https://www.quantamagazine.org/the-thought-experiments-that-fray-the-fabric-of-space-time-20240925/>
- <https://davidwhyte.com/experience/>
- <https://www.scoutmotors.com/>

Your project will be a web-based interactive experience that combines multiple forms of media to **communicate a theme, teach a topic, or entertain users.**

You must use **at least four** of the following media types in your final project:

- Text
- Image
- Audio
- Video
- 2D Graphics
- 3D Graphics
- Interactive Objects (buttons, sliders, draggable items, mouse movements, keyboard button presses, etc.)
- CSS Animation
- 2D or 3D Animation

The goal of this proposal is to present your creative idea clearly: what it is, who it is for, and how different media elements will work together to create an engaging user experience.

Your Project Proposal Document must include the following sections:

1. Project Title

Choose a short, descriptive title that captures your idea.

Examples:

- *EcoQuest*: An Interactive Journey Through Climate Change
- *Dream Space*: Virtual Art Gallery
- *Mythic Voices*: Audio Tales from Around the World
- *Solar System*: Learn the Solar System in Motion

2. Core Concept

Summarize your project in 2–3 sentences. Explain what the project is about and what makes it unique. Mention the type of experience (educational, artistic, interactive story, promotional site, entertainment, etc.).

Examples:

- An educational website that teaches users about ocean ecosystems using videos, animations, and interactive infographics.
- An art showcase where each painting comes alive through animation and sound.
- An interactive storytelling page where visitors explore different cultures through soundscapes, visuals, and mini animations.

3. Purpose and Target Audience

Who is your project designed for, and what do you want users to gain from it?

Examples:

- Elementary students learning about recycling in a fun way.
- Art lovers exploring experimental animation.
- General audience raising awareness about mental health through creative visuals and sound.

4. Types of Media and How They Will Be Used

Identify which four or more media types you'll use and explain how each will appear or function in your project.

Example:

Media Type	How It Will Be Used
Text	Narration text appears beside each stage of the recycling journey. Users can click "Next" to read short story sections.
Images	Illustrated backgrounds show environments like an ocean, landfill, or recycling plant.
Audio	Background sound changes with each scene: waves on the beach, factory noises, etc. A narrator explains key points.
Video	A short embedded clip shows how plastic is recycled in real life.
CSS Animation	Animated arrows and transitions guide the user through the steps.
Interactive Elements	Users click objects (like bottles or bins) to reveal facts or animations.

5. References or Inspirations

Include links or images from existing works that inspired your project (websites, animations, games, videos, etc.).

Be sure to credit any visual or audio references.

Evaluation Rubric:

Level	Description
Excellent (100%)	Highly creative and original concept with clear purpose and audience. Media types are well-integrated and explained. Writing is clear, organized, and visually appealing.
Very Good (90%)	Creative and well-thought-out concept. Purpose and audience are clear. Media types are relevant and mostly integrated. Writing is organized with minor lapses.
Good (75%)	Solid concept with adequate purpose and audience. Media types are appropriate and explained. Proposal communicates the idea adequately.
Satisfactory (65%)	Concept is somewhat generic or underdeveloped. Media types are listed but not fully integrated. More detail needed in visuals or technical aspects.
Needs Improvement (50%)	Idea is underdeveloped or vague. Key sections missing or unclear. Media types poorly connected. Writing may be disorganized.
Poor (30%)	Weak or unfeasible concept. Key sections missing. Media types irrelevant. Writing lacks clarity and effort.
Late/No Submission (0%)	Proposal not submitted on time.