

LESSON 16**MULTIMEDIA PRODUCTION : TESTING PHASE****TESTING PHASE**

The Testing Phase begins after the Implementation Phase.

The Testing Phase involves multimedia developers.

The purpose of testing is to ensure that the program runs correctly without errors.

CHECKLIST

Checklist						
Programmer's name: Norhayati		Title: Say NO To Drugs			Date: 6 March 2007	
Functional (/) Not functional (x) Not stated in storyboard (O)						
	Items	Status				
		page 1	page 2	page 3	page 4	page 5
A	Content					
B	Interface					
C	Navigation					

Sample of a Checklist used for a multimedia program.

In this Checklist the aspects focused are content, interface and navigation.

Multimedia developers usually test the content, interface and navigation of multimedia program.

The content refers to the goals of the program, text, graphics, audio, video, animation, language used and how informative the program is.

For the interface, CASPER principles are used for the items in the multimedia program.

They are Contrast, Alignment, Simplicity, Proximity, Emphasis and Repetition.

For Navigation, aspects tested are the navigation aids and consistency.

GO THROUGH A CHECKLIST

	Item	page 1	page 2
A	Content		
	Matches the goals		
	Text		
	Graphics		
	Audio		
	Video		
	Animation		
	Language		
	Informative		
B	Interface		
	Contrast		
	Alignment		
	Simplicity		
	Proximity		
	Emphasis		
	Repetition		
C	Navigation		
	Navigation aids		
	Consistency		

Test the program using the checklist.



Date: 6 March 2007

Functional (/) Not functional (x) Not stated in storyboard (0)

Items	Status					
	page 1	page 2	page 3	page 4	page 5	page 6
A Content						
Matches the goals	✓	✓	✓	✓	✓	✓
Text	✓	✓	✓	✓	✓	✓
Graphics	✓	✓	✓	✓	✓	✓
Audio	0	0	0	0	✓	0
Video	0	0	0	0	0	0
Animation	0	✓	0	0	0	0
Language	✓	✓	✓	✓	✓	✓
Informative	✓	✓	✓	✓	✓	✓
B Interface						
Contrast	✓	✓	✓	✓	✓	✓
Alignment	✓	✓	✓	✓	✓	✓
Simplicity	✓	✓	✓	✓	✓	✓
Proximity	✓	✓	✓	✓	✓	✓
Emphasis	✓	✓	✓	✓	✓	✓
Repetition	✓	✓	✓	✓	✓	✓
C Navigation						
Navigation aids	✗	✓	✓	✓	✓	✓
Consistency	✓	✓	✓	✓	✓	✓

It is important to test the design and the functions of the multimedia program that we have developed.

After testing, the program is then fixed.

EXTENSION : ALPHA AND BETA TESTING STAGES

When we test a multimedia program, we must make sure our product is error-free.

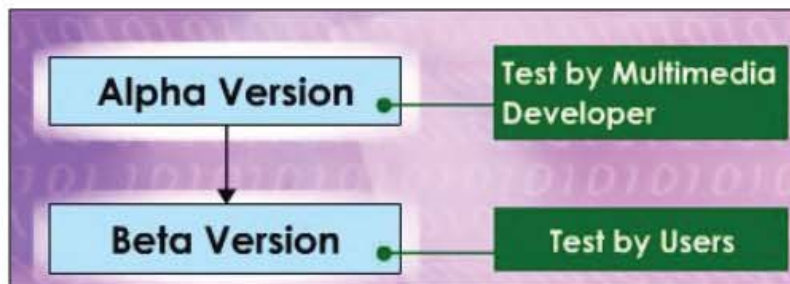


The Alpha testing is about testing the newly developed product at the developer's site.

Then, a group of selected users would test the revised product at their computers.

This type of testing is known as Beta testing.

After that, the final release of the product will be delivered to the target users.



LESSON 17**MULTIMEDIA PRODUCTION : EVALUATION PHASE****EVALUATION PHASE**

The Evaluation Phase begins after the Testing Phase. Selected users are involved in the evaluation of multimedia programs.

The Evaluation Phase focuses on overall presentation and effectiveness of the multimedia.

EVALUATION FORM

Evaluation of the product needs to be evaluated in 2 aspects: content and user interface.

In the presentation of the contents, all items are complete and all key ideas have been included.

A suitable introduction, reason, effect, prevention and conclusion make up the key ideas of the content.

A good user interface will have consistency, clarity, context, navigation and flexibility of the multimedia program.

The Evaluation Form has features that allow selected users to check the multimedia program. They can give their remarks based on the features.

See demonstration from the CD.

EVALUATION FORM			
Name: Ali bin Ahmad			
Title: Say NO To Drugs			
Date: 6 March 2007			
Tick (/) Yes or No according to the items shown in the following:			
	Items	Yes	No
A	Content		
	Introduction		
	Reason		
	Effect		
	Prevention		
	Conclusion		
B	User Interface		
	Consistency		
	Clarity		
	Context		
	Navigation		
	Flexibility		
Remarks: _____			