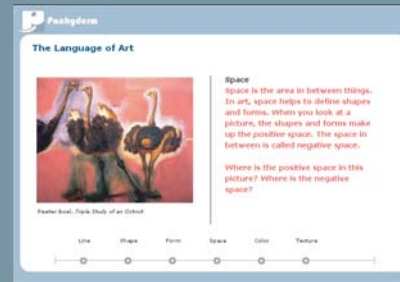# Pachyderm

WEB-BASED SOFTWARE FOR PUBLISHING EDUCATIONAL INTERACTIVE PRESENTATIONS

Museums, Colleges + Universities, Libraries, K-12 Educators

Who is responsible?

Pachyderm 2.0 has been supported by a National Leadership Grant from the Institute for Museum & Library Services, an independent federal agency that fosters leadership, innovation, and a lifetime of learning. Project partners include the New Media Consortium (NMC), the San Francisco Museum of Modern Art, and more than a dozen universities and museums throughout North America.
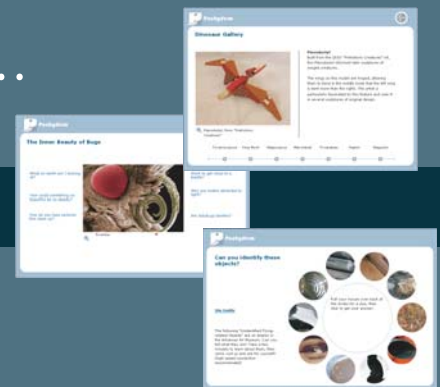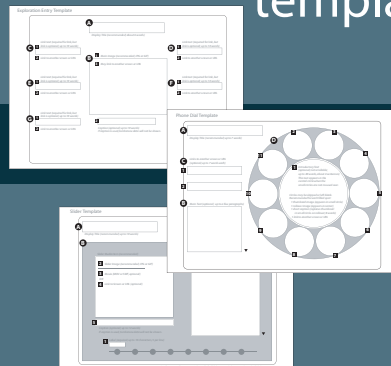
Pachyderm is a freely available, open-source presentation authoring system. It includes a set of pedagogically sound screen templates, and allows the author to create rich, interactive presentations through the use of a web-based application. Pachyderm takes care of transforming the author's media files into the required formats and dimensions for each template, producing rich interactive learning objects suitable for delivery on the Internet, via kiosks, or on CD/DVD-ROMs.

Hundreds of educators, students, and researchers are using the hosted version of Pachyderm to create interactive digital storytelling pieces at museums, schools, and universities.

…Pachyderm templates …

your media …

…visual stories

FOR MORE INFORMATION
visit www.pachyderm.org
or email info@nmc.org

The Pachyderm code is licensed under the Apache open-source license, v. 2.0. The full text of the Apache license is available on the Open Source Initiative website (www.opensource.org). The Pachyderm code is available for download on sourceforge.net.

For more information about Pachyderm development, or to find out how you can contribute to future versions, please email info@nmc.org or visit Pachyderm on sourceforge.net.

Pachyderm

WEB-BASED SOFTWARE FOR PUBLISHING EDUCATIONAL INTERACTIVE PRESENTATIONS

Museums, Colleges + Universities, Libraries, K-12 Educators

FREQUENTLY ASKED QUESTIONS

Can I author now?
Yes, trial accounts are available on the NMC's hosted-accounts server. To request an account, send a note to info@nmc.org. Go ahead and have fun!

Will I be able to move my material to my own server later?
No. Assets you upload on the hosted server are tied to the server, as your presentation will be. You will need to recreate your work on your new server later. However, presentations that you publish will still be available in the finished, published state – you just won't be able to edit them on the new server.

Will Pachyderm talk to my collections management system and my digital asset management system?
Two different proof-of-concept cases are underway now; one involves an internal collections management system, while the other involves a federated content repository. When the downloadable version of Pachyderm is released it will come with instructions for configuring it to interface with those types of systems. Some programming might be required.

How do I give Pachyderm my institution's brand, or look and feel?
A frame editor is available that allows you to customize the frame border; add images, links and text; apply text formatting to universal text; and change the border color. Simply export and copy the files into a presentation folder and the standard frame is replaced with yours.

What language is Pachyderm written in?
Pachyderm is written in Java. It also uses Apple's WebObjects framework.

What media types are supported?
Pachyderm supports images (JPG and GIF); movies (MOV); and audio (MP3). Support for Flash (FLV and SWF) is under development.

Are new templates planned?
Yes. New templates under development include a Timeline template, which will allow an image to be contextualized with related ideas or concepts; two Comparison screens, which allow images to be looked at side by side with appropriate text; and a blank template that a Flash file could be dropped into. You will also be able to customize any template by dropping in a background image. Further templates are in the early planning stages.

Are the published presentations accessible?
The presentations are published in Flash 8.0 and are accessible to the extent Flash is. For more information on Flash accessibility, see http://www.macromedia.com/resources/accessibility/flash8/author.html.