

MULTIMEDIA PRESENTATIONS I

OST: Micropublishing and Hypermedia • Winter 2018
Faculty of Arts, Business, and Social Sciences • Vanier College

412-402-UA

Tue 10h00–12h00 + Fri 12h00–14h00

This course teaches students how to create interactive multimedia documents. Students will learn how to create and combine a variety of multimedia content including text, images, graphics, sound and animations. Upon completion of this course, students will produce web pages and web sites that will be published online.

COURSE INFORMATION

2.33 credits 1-3-3
60 hours 4 hours/week

Teaching Methods

All classes are held in a computer lab and combine short lectures and exercises with projects.

An *Exercise* is an in-class activity directed by the teacher, it is usually completed in one period, sometimes can be finished at home.

A *Project* is a more substantial activity, most of it is done outside of class over several days, some in-class time will be reserved for project work and critique.

Teacher

Hugo L. Casanova
Office N-362-C

✉ casanovh@vanier.college

f facebook.com/hugoteacher

@ @hlcasan

Contact me via email or Facebook Messenger to schedule appointments outside class time; or see me in the labs.

PROJECTS OVERVIEW

More detailed assignment sheets will be distributed in class.

1. Otiose Website. This is meant as a funny project where you will showcase your creativity and your technical skills by building a simple web page that contains an interactive loop animation with no explicit purpose other than to entertain.

2. Advertisement Package. You will create a typical web banner ad package with three formats of a single animated ad. The challenge is to adapt the elements of the animation to three different banner dimensions and proportions. To help with this, you will start by drawing a storyboard for the animations.

2. Web Game. You will create a simple game that can be played in the browser on mobile or on the desktop. First, a generic (but flexible) game system will be developed in class as an exercise. You will then document your specific implementation of the game and you will build your game. The project focuses on the interface design elements – sprites, controls, buttons, fields, screens – as well as the packaging and release of the game.

TENTATIVE SCHEDULE

Weeks 1–4

Web Animation

Exercise 1 • Walking Cycle (5%)

Project 1 • Otiose Website (15%)

Weeks 5–8

Online Advertisement

Exercise 2 • Ad Storyboard (10%)

Project 2 • Ad Package (15%)

Weeks 9–15

User Interface Design

Exercise 3 • Game System (5%)

Project 3.1 • Game Concept Proposal (10%)

Project 3.2 • Game Technical Documentation (15%)

Project 3.3 • Web Game (15%)

Project 3.4 • Game Release Material (10%)

COMPETENCY

00VW • To design and produce multimedia projects

Element 1. **To analyze the request received from the client.** – 1.1 Identification of the characteristics of the presentation in terms of plan, content, duration, audience and viewing. • 1.2 Identification of the characteristics of the presentation in terms of recording, reproduction and distribution. • 1.3 Identification of the requirements of the client in terms of visual content, budget and deadlines.

Element 2. **To prepare the text.** – 2.1 Strict revision of the statements submitted by the client. • 2.2 Writing of relevant statements. • 2.3 Careful selection of vocabulary. • 2.4 Compliance with grammar and spelling rules. • 2.5 Adaptation of the message to the target audience. • 2.6 Accuracy of the message. • 2.7 Submission of the text to the client for approval.

Element 3. **To produce the flowchart and the synopsis.** – 3.1 Establishment of a logical sequence based on the presentation plan. • 3.2 Assignment of statements to various sequences. • 3.3 Determination of the visual elements to be associated with particular statements. • 3.4 Determination of the integration plan for sound, animation and video files. • 3.5 Determination of sound, animation and transition effects. • 3.6 Determination of the actions and links between the various elements of each sequence. • 3.7 Submission of the flowchart and synopsis for approval.

Element 4. **To plan the work.** – 4.1 Identification of needs in terms of specialized outside resources. • 4.2 Appropriate selection of computer tools. • 4.3 Establishment of a realistic schedule based on the work to be performed in-house and outside the business.

Element 5. **To prepare the visual elements and the sound, animation and video files for the presentation.** – 5.1 Selection and creation of relevant visual elements. • 5.2 Correct digitization of the visual

MULTIMEDIA PRESENTATIONS I

OST: Micropublishing and Hypermedia • Winter 2018
Faculty of Arts, Business, and Social Sciences • Vanier College

412-402-UA

Tue 10h00–12h00 + Fri 12h00–14h00

elements to be computerized. • 5.3 Appropriate processing of visual elements. • 5.4 Appropriate recording of simple sound files. • 5.5 Search for and selection of sound, animation and video files. • 5.6 Correct preparation of the data needed by specialized outside resources.

Element 6. **To create the sequences.** – 6.1 Appropriate setting of basic parameters. • 6.2 Effective grouping of content elements. • 6.3 Presence of all content elements. • 6.4 Creation of the actions and links between the content elements.

Element 7. **To improve the presentation in terms of functionality, aesthetics and technical aspects.** – 7.1 Original, lively and attractive presentation, in conformity with the image of the business. • 7.2 Use of appropriate typographic methods to optimize legibility in light of the presentation context, and to meet requirements as to uniformity, coherence and simplicity. • 7.3 Use of appropriate methods to draw attention to important elements. • 7.4 Compliance with the requirements concerning standardization within the business. • 7.5 Correct setting of the parameters for use of sound, animation and video files. • 7.6 Addition of appropriate delays between sequences, and of sound, animation and transition effects. • 7.7 Appropriate fine-tuning of actions and links between the various content elements. • 7.8 Synchronization of sound and images. • 7.9 Overall presentation in keeping with the original purpose of the presentation.

Element 8. **To verify the presentation and submit it for approval.** – 8.1 Strict verification of text, balance and harmonious impact of sequences. • 8.2 Appropriate fine-tuning of overall visual and sound effects. • 8.3 Submission of the presentation for approval. • 8.4 Appropriate response to requests for changes.

Element 9. **To reproduce and screen the presentation.** – 9.1 Appropriate printing of support documents. • 9.2 Correct transfer of presentation into appropriate electronic form for independent use on another workstation. • 9.3 Correct physical layout of venue. • 9.4 Appropriate screening of presentation.

COURSE POLICIES

It is the student's responsibility to be familiar with and adhere to all Vanier College Policies. A summary of the course-level policies that apply in this and all other Vanier courses can be found under "Course-Level Policies" in Important Vanier Links on Omnivox, or by following this link:

<http://www.vaniercollege.qc.ca/psi/course-level-policies/>.

Complete policies can be found on the Vanier College website, under Policies.