

Interactive Multimedia LO2

A health and leisure club wants an interactive multimedia product on lifestyle choices:

1. diet
2. exercise

Provide information to help people stay fit and healthy

You can specify an age group

MB3: 5–6 marks

Clearly draws upon **relevant** skills/knowledge/understanding from other units in the specification.

This means using pre-production documents:

- Mind map
- Moodboard
- ~~Vis diagram~~
- Script
- Storyboard
- ~~Workplan~~

MB3: 8–9 marks

Uses **complex** planning techniques to show what the product will look like with **full** consideration of design principles. Identifies a **wide** range of assets and resources to be used as part of these plans, which are **wholly appropriate**.

Produces **clear and detailed** visualisation diagrams for the intended final product.

Navigation plan - detailed & clear
Vis diag(s) (see below)
“House style”

Identifies resources (hardware/software)
Identifies assets (images, sound etc...)

Vis diagrams for all slides showing layout and styles (fonts, sizes, colours etc...)
Slides should have some consistency based on house style
DETAIL = using annotations

LO2 - Planning: legal bit

MB3: 10–12 marks

Demonstrates a **thorough** understanding of legislation in relation to the use of images in digital graphics.

Make sure you include enough detail

Legislation:

- copyright
 - what is it? who does it apply to?
 - copyright free
 - royalty free
 - public domain
 - attribution
 - paying for a license for an image
- trademarks
- intellectual property rights

The product will be used in a commercial context

You need to explain any legal issues and restrictions that need to be considered when creating the products

What would happen if you used a copyrighted image in a commercial piece of work? **How would you deal with this?**

MB3: 5–6 marks

Produces a **clear and detailed** work plan for the creation of the interactive multimedia product which is **fully** capable of producing the intended final product.

A **full** work plan with all the jobs needed. In a **sensible** order with a **sensible** time. Include:

- Visualisation diagrams
- Mood boards
- Finding assets
- Making - create slides, master slide, buttons, content - LOTS of jobs!
- Testing
- Improving

MB3: 8–9 marks

Creates a **clear and detailed** test plan for the interactive multimedia product which **fully** tests the functionality, listing tests, expected and **actual** outcomes and identifying **re-tests**.

Test **every** button, **every** video, **every** sound, **every** animation that you plan to do

- Press the button > what **should** happen?
- Go to the slide > what **should** happen?

AFTER you make it:

- Carry out the tests
- Record what happens
- Fix anything
- **Test it again** - and record this

There is an exam board template you can use for the Test plan