

ELAR Multimedia Workshop

25th April – 6th May 2005.

Week 1 – Theory, individual report and group planning

	Mon 25 th	Tue 26 th	Wed 27 th	Thur 28 th	Fri 29 th
2-4pm	<p>Lecture 1: Introduction <i>DN</i> Procedures (workshop structure + assessment) and the genre of multimedia</p> <p>Lecture 2: Building the user experience 1. Objectives <i>RM</i> 2. User needs <i>RM</i> 3. Content requirements (assets) <i>DN</i> 4. Information architecture <i>RM</i></p>	<p>Lecture 3: Building the user experience (cont'd) 5. Information design 6. Navigation design (inc. storyboarding) <i>DN</i> 7. Visual design <i>RM</i> 8. The team and the process <i>DN</i></p> <p>Lecture 4: Examples Examples describing user experience in multimedia productions <i>RM+DN</i></p>	<p>Lecture 5: Language documentation and multimedia <i>DN</i></p> <p>Lecture 6: Multimedia platforms Strengths and weaknesses of popular multimedia environments <i>RM</i></p>	Group planning (title, objectives, storyboard)	
	Group Formation	Survey/evaluation of examples Establish group assets & roles	Group planning		
4-5pm				Groups present plans	

Week 2 – Group Work

	Mon 2 nd	Tue 3 rd	Wed 4 th	Thur 5 th	Fri 6 th
2-3pm		(<i>Individual report</i>)			(<i>Group report</i>)
		Collaborative development	Collaborative development	Collaborative development	Finalise projects
3-5pm					Present projects

Assessment

10% Individual Report
10% Group Report
20% Multimedia Production

Individual Report – due Tues 3rd May, 2pm

500 words

Write part of a proposal to the Endangered Languages Fund (ELF) for funding of a multimedia language documentation project.

Choose a relevant language (or languages), and decide on a multimedia project appropriate for that language / language community.

A full proposal for a multimedia production would incorporate all elements of user experience, but your proposal should focus on just one of the following three areas:

1. User needs and content requirements;
2. Information architecture; or
3. Navigation design (including storyboards);

Choose and describe just one of these areas. Base your choice on what you judge to be the most significant aspect of design for your particular project. For example: if you are proposing a language revitalisation tool you might focus on user needs and content requirements; if you are proposing an interactive dictionary you might focus on information architecture; and if you are proposing a digitisation of stories and songs you might focus on navigation design.

Recommended structure

1. Project objectives

(1-50 words)

2. Description of the area/project

(300-400 words)

3. Justify your choice of area in relation to the particular project

(50-100 words)

Group Report – due Fri 6th May, 2pm

500-1000 words

Structure:

Note: the number of words for each section is a guideline only and will depend on the nature of your project. You can substitute some/all words of any section with appropriate diagrams, graphics and/or tables.

1. Title of project

2. Project Objectives

*List the concrete aims of this project
(1-50 words)*

3. Roles

*List each team member, their role, and why they are playing that role.
(50-150 words)*

4. User Needs

*Identify the intended user(s) of the production and list their needs / limitations.
(50-100 words)*

5. Digital Assets

*List the digital assets required by your project. Describe the data structures of these assets. Remember to describe file formats and add any other comments about quality and content.
(50-100 words)*

6. Information Architecture

*Describe the information architecture of the production. How did the data structures of the assets influence this architecture?
(100-200 words)*

7. Navigation Design and Information Design

*Describe the navigation of the production. How did the storyboarding inform the choice of navigation design?
(100-200 words)*

8. Visual Design

*Describe your design choices. How do these choices reflect the user needs?
(1-50 words)*

9. Team retrospective

*How did your team work together to accomplish the project's aims? Describe any significant problems or highlights that your group experienced. How did the team react to the ongoing process of designing and creating a software product?
(100-200 words)*