ELAR Multimedia Workshop

**Week 1 – Theory, individual report and group planning**

<table>
<thead>
<tr>
<th>Mon 25th</th>
<th>Tue 26th</th>
<th>Wed 27th</th>
<th>Thur 28th</th>
<th>Fri 29th</th>
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</thead>
<tbody>
<tr>
<td>2-4pm</td>
<td>Lecture 1: Introduction <em>DN</em> Procedures (workshop structure + assessment) and the genre of multimedia</td>
<td>Lecture 3: Building the user experience (cont’d) 1. Objectives <em>RM</em> 2. User needs <em>RM</em> 3. Content requirements (assets) <em>DN</em> 4. Information architecture <em>RM</em></td>
<td>Lecture 5: Language documentation and multimedia <em>DN</em></td>
<td>Lecture 6: Multimedia platforms Strengths and weaknesses of popular multimedia environments <em>RM</em></td>
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<td><strong>Lecture 2: Building the user experience</strong> 1. Objectives <em>RM</em> 2. User needs <em>RM</em> 3. Content requirements (assets) <em>DN</em> 4. Information architecture <em>RM</em></td>
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<td></td>
<td>Group Formation</td>
<td>Survey/evaluation of examples</td>
<td>Establish group assets &amp; roles</td>
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<td>4-5pm</td>
<td>Lecture 4: Examples Examples describing user experience in multimedia productions <em>RM+DN</em></td>
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**Week 2 – Group Work**

<table>
<thead>
<tr>
<th>Mon 2nd</th>
<th>Tue 3rd</th>
<th>Wed 4th</th>
<th>Thur 5th</th>
<th>Fri 6th</th>
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</thead>
<tbody>
<tr>
<td>2-3pm</td>
<td><em>Individual report</em></td>
<td>Collaborative development</td>
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<td>3-5pm</td>
<td>Collaborative development</td>
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<td>Collaborative development</td>
<td>Present projects</td>
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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)