

Survey and Evaluation of multimedia productions

ELAR Multimedia Workshop April-May 2005

In your groups, explore and evaluate some multimedia productions according to the given criteria. Choose one production from each of the four categories, A, B, C or D:

<i>Num</i>	<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>
1	Sound Materials of the Nivkh Language 2	Hearing voices*	Dyned International Demo Disc	http://www.ydli.org/ydindex.htm (go to Dakelh language and find annotated texts)
2	Yajarra Nyikina	Spoken Karaim*	Eli the Dragonfly	http://www.dnathan.com/language/warrungu/
3	Wik Mungkan Phrasebook	People of the Rivermouth	Gupapuyngu	http://corpus.linguistics.berkeley.edu/~yurok/lexicon.html
4	ELAR MM Workshop 1	Paakantyi	Australia's Indigenous Languages	http://coombs.anu.edu.au/WWWVLPages/AborigPages/LANG/GAMDICT/GAMDICT.HTM
5	Disappearing sounds ...	HRELP Sampler	The Rosetta Stone	

* These two have been completed as a guide.

Title	<i>Hearing Voices</i>																		
The objectives of this project?	Produce a multimedia kiosk of Khoi and San languages to accompany a sound installation at museums/galleries in Botswana, Namibia & the UK.																		
Who are the users and what are their needs?	Visitors to the museums and the Khoi and San speakers. Visitors will require information about the sound installation, its context and themes. Users may have not read English, so the functionality should not rely on text. Users may spend a little or a long time viewing the production.																		
What assets are used in this project?	<table border="0"> <tr> <td>Audio recordings of speakers</td> <td>Recordings of experts in endangered languages</td> </tr> <tr> <td>Recordings of choirs</td> <td>Photos of the experts in endangered languages</td> </tr> <tr> <td>Translations of recordings.</td> <td>Description of the experts in endangered languages</td> </tr> <tr> <td>Transcriptions of recordings</td> <td>Description of the installation</td> </tr> <tr> <td>Photos of the speakers</td> <td>Description of the artist.</td> </tr> <tr> <td>Photos of the Kalahari</td> <td>Description of other works by the artist.</td> </tr> <tr> <td>Maps of the area covered by the languages</td> <td>Photos and graphics of other work by the artist.</td> </tr> <tr> <td>Descriptions of the languages</td> <td>Navigation buttons</td> </tr> <tr> <td>Description of language endangerment</td> <td>Specialised font</td> </tr> </table>	Audio recordings of speakers	Recordings of experts in endangered languages	Recordings of choirs	Photos of the experts in endangered languages	Translations of recordings.	Description of the experts in endangered languages	Transcriptions of recordings	Description of the installation	Photos of the speakers	Description of the artist.	Photos of the Kalahari	Description of other works by the artist.	Maps of the area covered by the languages	Photos and graphics of other work by the artist.	Descriptions of the languages	Navigation buttons	Description of language endangerment	Specialised font
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How did the data structure of the assets help the development?	For the recordings of the speakers, there was metadata referencing the speaker name, photos, language, translation & transcription. This allowed the content of the different speaker pages to be populated by a single script. For the interviews with the experts on endangered languages, each question had metadata referencing the exact time in a specific sound file where the answer is given. This allowed the production to jump directly to the answer when a question is clicked.																		
What navigation conventions were used?	The text and images changed state when the mouse hovers over them, indicating a 'link'. The content of the picture buttons gives a clue to the content of the destination. Graphic continuity was provided with objects being persistent across screens. The screens are grouped thematically. There are buttons functioning as 'back' and 'home' at the bottom of the screen.																		
How does the visual design reflect the user needs?	The persistence of graphic objects, across screens better supports users that don't read English. The positioning of the titles at the bottom of screens lowers the intimidation felt by users that don't read English. The large size of the font and graphics, and the uncluttered design, suits multiple users around a single kiosk. The images and design refers to the main exhibition itself.																		

Title	<i>Spoken Karaim</i>
The objectives of this project?	Create a culturally contextualised language documentation centred on recorded monologues of spoken Karaim, with full linguistic explication
Who are the users and what are their needs?	<i>Karaim communities:</i> Revitalise language. Raise language interest. Access to cultural performances <i>Turkologists:</i> provide comparative data on Turkic languages <i>Linguists/typologists:</i> data on Karaim, eg. morphology <i>General:</i> language, cultural and historical interest
What assets are used in this project?	8 recorded monologues by “best speakers” on particular topics Linguistic transcription and interlinearisation of monologues - from linguist Dictionary, reversal, grammar - from linguist Background and thematic material - from linguist and Karina Photos, videos, songs, all with captions etc Photos - designer went to Lithuania on assignment Screen design - graphic designer on brief Map - permission from cartographic company Songs - recorded by Mykolas and Karina Videos - linguist Logo - Karaim museum
How did the data structure of the assets help the development?	Integrity of monologues provided linear story structure Richness of linguistic annotation enabled in-line glossing, linking and concordancing Linguistic annotations in database or equivalent formats (xml, delimited)
What navigation conventions were used?	Menu/map Buttons/icons Forward/back Tabbed panels List controls Keystrokes Buttons/icons use rollovers and states
How does the visual design reflect the user needs?	Presents content within rich representation of community’s culture and environment Navigation will work differently according to membership of Karaim community (or not)

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Who are the users and what are their needs?	
What assets are used in this project?	
How did the data structure of the assets help the development?²	
What navigation conventions were used?	
How does the visual design reflect the user needs?	

¹ You might need to ask us to provide these.

² You will probably need to make an informed guess about this.

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