

MEDIAWORKS MULTIMEDIA PROJECT REQUIREMENTS

Minimum requirements—in black will earn you a C for that section-To increase your grade you need to add embellishments, be creative and original. Suggestions for **embellishments are in red**; however **these are only suggestions and are not limited to the red list**. Listed in **green are cautions of what to do or not to do** in the topic area.

1. TITLE PAGE

- a. Name of project
- b. Author name-that's you and your partner
- c. Forward button
- d. Interesting and well designed background
- e. **Picture/design in background.**
- f. **Small simple animation**
- g. **Artistic appearance.**
- h. **Background music-**
- i. **Users will usually spend less than 10 seconds on this scene. No long animations, audios, songs, etc. This scene serves the same purpose as the cover of a book.**

2. PURPOSE, STANDARD, RATIONAL PAGE

- a. Sunshine state standards (include number codes) and (benchmarks if you wish to use them)
- b. AP: Technology statement
- c. Purpose statement.
- d. Rational statement (may be a combined statement with purpose).
- e. Forward button
- f. **Check that grade level is clearly indicated.**
- g. **Simple yet attractive page (clip art, pictures, background).**
- h. **No distractions. The user should read the brief information and move on.**

3. OBJECTIVE PAGE

- a. Clearly stated objectives with **measurable and observable action verbs**.
- b. Forward button
- c. **Check that all objectives written are covered in the project.**
- d. **Are the objectives clear for the students?**
- e. **You do not need conditions or criteria for the objectives.**
- f. **Do not use objectives that are not going to be accomplished when students finish the program.**
- g. **No distractions.**
- h. **Straight forward, simple attractive page—clip art or pictures**

4. MENU PAGE (This is the most important page of the program. This page leads to all other aspects of the program. Serves as table of content or index with links to other sections of the program.)

- a. Buttons for Exit, Resources, Author, Activities, Quiz,
- b. Buttons for the submenus within the program or special pages

- c. Text as needed for explanation.
- d. **Appealing and Organized Layout.**
- e. **Artistic appearance**
- f. **No URL links on this page.**
- g. **No music, movie, slide shows, or animations on this page. (You could have buttons to special movies or slideshows here if they do not fit under one of the submenu pages)**

5. AUTHOR PAGE

- a. Picture of author(s).
- b. Brief information on author(s)
- c. Email link to author's email.
- d. Return Menu button and/or Exit button
- e. **Artistic appearance**
- f. **Audio of voice**
- g. **Music**
- h. **Animation**

6. RESOURCE PAGE

- a. Scrolling text of references. Include books, CDs, websites, etc. Do your best to list these in APA style. (HINT: When you are searching the Internet for information keep a word processing document open and copy and paste URL's to word document so you don't forget the site.)
- b. Menu button and or Exit button
- c. Clear readable font of appropriate size and color.
- d. Speed of scrolling appropriate
- e. **Background Music, pictures, small clip art**
- f. **No animations or movies on this page.**

7. ACTIVITIES PAGE

- a. One URL linked activity
- b. One document linked activity.
- c. One printable activity.
- d. Menu button
- e. **Additional activities**
- f. **Self developed activities.**
- g. **Activities that require thinking and problem solving.**
- h. **Activities that are for the special (gifted, ESL, or challenged learner)**
- i. **Artistic appearance, artistic layout**

8. QUIZ PAGE

- a. Minimum of four interactive quiz questions.
- b. Interactive feedback
- c. Menu button.
- d. **Animation**

- e. Sounds
- f. Artistic appearance
- g. Attention getting features.

9. ADDITIONAL PAGES (Sub-menus, informative pages, slideshows, etc) AS NEEDED TO COMPLETE YOUR PROGRAM and cover all established objectives and content.

- a. Well organized.
- b. One movie clip
- c. One silent slide show.
- d. One audio clip
- e. Two animation (1 one cell and one gif)
- f. Buttons as needed for navigation and returning to menu.
- g. Contains information to enable students to complete all objectives.
- h. Slide show with accompanying voice.
- i. Pop up text or pictures, additional animations, audios,
- j. Text, audio, animation, movie clips, music, slide shows and pictures to help all learners to achieve the objectives.
- k. Artistic appearance-use of color, contrast, size of objects, font style, size, color, organization on the page.
- l. Do not overload a page with too many items—use a second/third page if needed.
- m. Remember the grade level you are addressing. Did you use appropriate vocabulary? Did you use text appropriately? Did you consider the reading level?

10. OTHER THINGS TO CONSIDER:

- a. Spelling, grammar, punctuation, sentence structure.
- b. Consistency in style and design.
- c. Perfect flow though proper use of buttons.
- d. Depth of topic in relation to age and grade.
- e. Appropriate timing (Items do not disappear during viewing, or pause is too long)

11. PLAYER FILE

- a. TWO Player file CDs are burned and functioning.
- b. One CD turned into the professor.