

MEDIAWORKS®

THE WORKS FOR MULTIMEDIA AUTHORING

HOUSTON ISD GOES DISTRICT-WIDE WITH MEDIAWORKS PURCHASES 6,000+ COPIES!



This past summer, I chose MediaWorks as one of the main software packages for our two-week advanced multimedia camp. After seeing a demonstration, I was impressed that MediaWorks had so many components for multimedia editing all in one package. Our teachers, who attended the summer workshops, were excited at the ease of use and the power of the program. They found that they could create visually stunning presentations in a short amount of time. Because of company's dedication to the product, they provide an ongoing wealth of resources and information. I would also like to add that the price of MediaWorks was so attractive we purchased it for the entire district.

Joe Chase

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TWELVE MEDIAWORKS LABS ESTABLISHED IN COLLIER COUNTY PUBLIC SCHOOLS

Grace Vaknin is an Instructional Technology Specialist for Collier County Public Schools in Naples, Florida. Her Department recently wrote and received a Technology Literacy Challenge Fund Grant for \$610,000 of which part was used to set up 12 high tech MediaWorks Labs at various elementary, middle, and high school sites.

This past summer a MediaWorks Summer Institute was implemented for teachers from each of the 12 MediaWorks sites. During this four-day training teachers were taught the basics of working with MediaWorks Software and about the equipment that supports each lab. From there they ventured out on their own to produce digital stories about memorable moments in their lives. Teachers and students at the various sites have been using MediaWorks to tell digital stories, to create music videos, write skits that "come to life in the movies," and for various language arts, science, and social studies projects. One first grade class took existing stories and rewrote them as fairy tales. Next, they used story boards to illustrate each scene and add text. They then used the MediaWorks Lab to scan their illustrations, entering them into MediaWorks along with their text, voiceovers, and background music for each scene. The final part of their project was to use the Sony digital video camera to capture a live video interview of each group sharing ideas about their project.

EXTRA!

