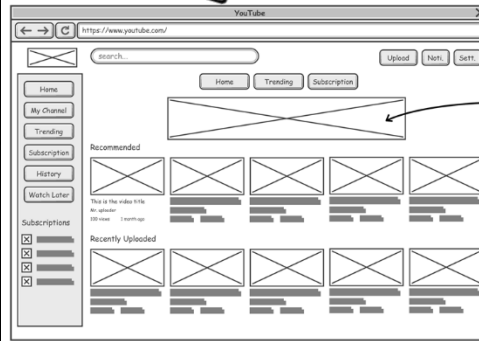


## Key Vocabulary...

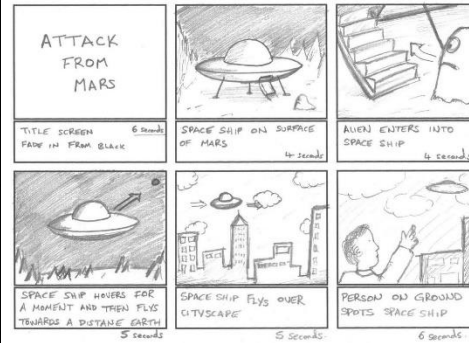
Term	Definition
<b>Interactive media</b>	Media which allows the user to be involved in the process of watching or listening.
<b>Accessibility feature</b>	Building in features that make the product accessible to as wide of an audience as possible. For example, text to speech for those who have no voice, voice recognition for those who may have a physical disability or dyslexia and giving the option to make text bigger for those with sight issues.
<b>Graphical user interface</b>	Also known in short as a GUI. A visual way of interacting with a computer using items such as windows, icons, and menus, used by most modern operating systems like Windows, Mac and Android.
<b>E-SAFETY</b>	Using technology safely, responsibly and respectfully.
<b>Storyboard</b>	Storyboards are a good way of planning media such as videos and animations. They can be done by hand or digitally. They contain timings, sequence, camera angles and sound effects.
<b>Wireframe</b>	A diagram which shows the basic layout of each screen within a product. It displays the key elements of the page; this includes static and interactive.
<b>Imaginative design</b>	Using creative and original ideas to create a product that stands out.
<b>Derivative design</b>	A design which is based upon another design or product.
<b>Hierarchy diagram</b>	Plans out the layers of content in a product. It <b>does not</b> include arrows to show user movement.
<b>Navigation diagram</b>	A diagram that clearly shows all the pages and how they link together. These <b>do</b> have arrows on to show user movement.



## Picture This...



Wireframe



Storyboard



## Always Remember...

The more accessibility features you build into your final product, the more users can access the product. This could be the difference between the success or failure of a product. These touch screen, voice recognition, changing the background colour and options to make the text larger or smaller.

Pre-production documents such as storyboards and wireframes show a plan of how you intend to design the final product. They show contain enough detail that if given to someone else they could create your idea. If not, your pre-production document is missing important details.



## Questions

1. Define the term graphical user interface.
2. Name a piece of media a storyboard is used for.
3. Name three things that appear on a wireframe.
4. State three accessibility features.
5. Why is imaginative design important when designing a produce?
6. Explain the difference between a hierarchy diagram and a navigational diagram.

## Deeper Learning...

Walt Disney himself in the 1930's developed a storyboard which was used to create the very first short cartoon clips containing Mickey Mouse. Through his audience, he realised their interests were the captivating storyline and loveable character to keep them engaged throughout the clip. This is the job of those who create the storyboard. Warner Brother Studio who created Pluto and Marvin the Martian also used storyboards.

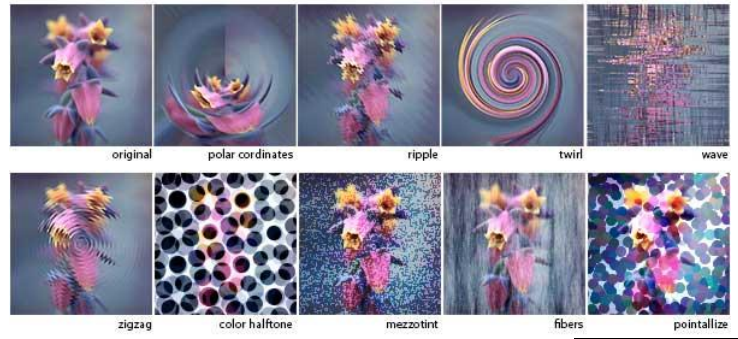


**Activity – Create a storyboard that school could use to produce a short video to promote anti-bullying week.**

Key Vocabulary...

Term	Definition
<b>Asset</b>	Things created and stored digitally that has or provides value. Assets include images, animations, videos, text or audio.
<b>Resolution</b>	The image quality produced by a printer or displayed on a monitor. It is measured by the number of pixels or dots that is displayed horizontally or vertically. The higher the resolution, the better the quality of image and the larger the file size.
<b>Folder management</b>	The organisation of files and documents. All files and documents should have a suitable name.
<b>Functionality testing</b>	Testing each part of a digital interactive media product to ensure that they work correctly. For example, if you click a button, does it take you to the intended place?
<b>Aesthetics</b>	How a product looks. This is a combinations of colours, layout and white space.
<b>Copyright, Designs and Patents Act</b>	A law that prevents different types of media from being copied by others. Anything borrowed that does not belong to you needs to be recorded in the assets table to avoid plagiarism.
<b>Master page</b>	A page used in a publication that is used as a template for other pages.
<b>Filters</b>	Changes the way a digital graphic looks e.g., blurred, liquified, pixilated.
<b>Triggers</b>	A mechanism that starts an action. For example, clicking the mouse and information appears.

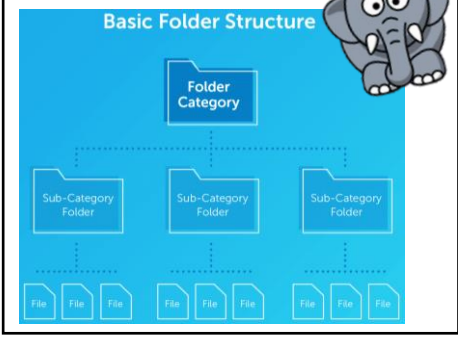
Picture This...



Always Remember...

It is important to ensure that you have a folder structure set up to save your work in. This allows you to find your work easily next time. These folders should have a suitable name.

It is also equally important to make sure your documents, images, audio, videos and animations are saved with an appropriate name to make them easily identifiable and to locate.



Questions

1. Define the term asset.
2. List 3 things that could be an asset in an interactive digital media product.
3. Name three things that should be included in pre-production documentation when planning for content.
4. Identify 2 pieces of software you can create assets on.
5. Why do you record assets in an asset table?

Deeper Learning...

When creating an interactive digital media products there is opportunity to make additional products which expand on the original concept. For example, Nintendo started with cards. They produced and distributed 'flower cards' which are a type of traditional Japanese playing card. In the 1960's Nintendo then began to make board games, and this then led to electronic gaming. The first electronic games they made were a take on traditional arcade games and eventually they developed Super Mario Brothers which has been adapted through the years to appeal as wider audience as possible. In addition, Nintendo also make their own hardware.

**Activity – Create a master page that can be used to design a multimedia product for a museum exhibit on the history of gaming devices.**