



UNIVERSITY OF
LINCOLN

Department of Computing & Informatics

Assessment Package Briefing Document

**Title: MMT2002 Multimedia Technology
Process & Post-Production**

Indicative Weighting: 60%

Learning Outcomes:

On successful completion of this assessment package a student will have demonstrated competence in the following areas:

- [LO1] author a multimedia portable product, CD or DVD using original material
- [LO2] employ advanced interactive technologies and techniques
- [LO3] manipulate and combine multimedia technology assets
- [LO4] select appropriate compression and export file formats

Produce an Interactive Kiosk for the National Media Museum

This is an individual assessment.

You are required to produce a prototype interactive display for the National Media Museum using Adobe Flash as your principal authoring tool. The brief will require you to develop an advanced use of Flash and associated ActionScript to produce an user-friendly and informative interactive kiosk within a contemporary and defined corporate context.

Theme

The aim of this project is to introduce a young (16-24) and new audience to classic silent cinema. Select one of the following films as the subject of your interactive kiosk.

Nosferatu (1922)

Un Chien Andalou (1928)

Battleship Potemkin (1925)

Metropolis (1927)

These films are available to view and download on Blackboard in the Learning Materials section.

Content Requirements

Your work should contain as least the following elements. Additional relevant sections will be positively rewarded in the assessment.

Film Synopsis

Cast Profile

Director Profile

Critical Review / Influences

Renowned Scenes from the Film

Assessment of Learning / Quiz Review

Software Tools

This assessment will enable you to explore the full Adobe Creative Suite but particular emphasis should be placed on Photoshop, Premiere and After Effects as well as Flash. There may also be an opportunity to integrate 3D modelling assets.

Design Development

You should document and illustrate your design development and adopt recognised critical frameworks to evaluate your product. These principles will be highlighted in the unit lectures and accompanying reading. I would also suggest applying the HCI unit to this assessment.

Hardware Considerations

You may decide to design you application for a stand alone desktop PC but you may also consider other display options should as touch screen and tracker ball kiosks. These technologies should be evaluated in your production log.

Testing

Your product should undergo thorough testing. This should be documented in your accompanying production log.

Submission Guidelines

You should submit all of your media material on DVD or CD in a plastic sleeve to the Deans Office. This should include the final artefact, the authoring file and any prototypes that were developed through the design process. These should be labelled with your name, assessment two, unit title and unit code.

Your practical work should also be accompanied with a word processed and illustrated production log that details the development of your project. The log should highlight the steps taken to produce the final artefact – design development, product development, critical evaluation and testing. This should contain a balance of technical /critical information and personal reflection.

Hand In Instructions

The deadline for submission of this work is presented in the Departmental Hand-in schedule as presented on Blackboard. An appropriately completed front sheet must be included with your submission of this work.