

FINAL PROJECT DESCRIPTION

OBJECTIVE:

Design and build an interactive project in Flash, Director or HTML demonstrating an understanding of the principles of interactive design discussed in this course.

DESCRIPTION:

Your project can be an educational title, an interactive art piece, a promotional product, or game. Some of you may be building on the projects you've been working on during the semester; others may want to start over with a new project. Either way, the purpose of the Final Project is to demonstrate your understanding of the process of creating an interactive multimedia piece. In addition to the project itself, you will submit supporting materials – project description, flowchart, storyboard, and asset tracking chart – should illustrate your grasp of the full process of multimedia development. Ideally, your project will include at least one type of advanced media: audio, video, animation, QTVR, etc.

You are free to create any type of project you want to, but be aware that evaluation will include the completeness of your final effort. That is, it's better to develop something more limited in scope that you can actually finish, rather than a "blue sky" design that will only be half done.

You may design a hard drive (or CD-ROM)-based project, or a Web-based project. Hard drive/CD-ROM projects should run "stand-alone" on a Macintosh system (i.e., not within the Flash or Director application); Web projects should run in Netscape and/or Internet Explorer on a Macintosh system.

Projects will be presented in class on the final day (December 14, 2000).

DELIVERABLES:

FOR NEXT WEEK (Nov. 16) - PROPOSAL:

Write a brief proposal describing the project you have in mind. The proposal should discuss the following elements:

- purpose of the project
- intended audience
- functionality in broad terms
- target platform(s)
- an outline of media requirements.

Include any illustrative materials you feel may help convey your project, but keep the proposal to no more than 5 pages.

FOR DECEMBER 14:

Each student will give a 15-minute presentation in class, and turn in a completed final project prior to the time of the presentation.

The entire project should not exceed **50MB** total. Use 8-bit (or less) graphics, and keep audio and video files down in size through compression, and by limiting audio bit depth and sampling rates, and video data rates. If your project absolutely cannot remain in these limits, speak to me about expanding the allowable total size.

The deliverables include:

- 1) A simple **description** of the project, one page or less (suitable for the package box).
- 2) A simple one or two page **flowchart** showing the functionality of the program.
- 3) A simple **storyboard** illustrating the functionality and basic screen layout of the program. This does not have to be a work of art, but should be clear and readable.
- 4) An **asset tracking chart** listing all text, graphic, video, and audio elements, along with any 3rd party external objects you used. This should include items that might have been generated by another member of the multimedia team, or taken from another source like a stock photo CD. For any elements taken from other sources (e.g., scanned images from books, audio clips from your favorite CDs, etc.), include information on the source that would allow the material to be licensed if this were a commercial product. Include disk space requirements for each element, and for the whole piece.
- 5) Your **program** in both source form (.FLA or .DIR files), and executable form (.SWF or Director projector files). Your design may use multiple files, and you should use external media files where appropriate.
- 6) All **supporting files** - video or audio clips, graphics, installer, etc. required by the program.
- 7) A **Read Me** file to enable the user (me!) to readily run your program, including any installation that needs to happen, configuration, etc.

GRADING:

The following criteria will be used for grading the final projects:

Design and concept	10%
Project Structure, setup and organization (casts, movie properties, score layout, palettes, transitions etc.)	20%
Aesthetics and visual polish	10%
Usability and performance	10%
Use of media types	10%
Setup of project folder (linked media, folders, etc.)	10%
Completeness and "does it work?"	20%
In-class presentation	10%

DUE:

Thursday, December 14, 2000 in time for in-class presentation.

Create a folder with your last name, first initial, and the word "**FINAL**" ("**JohnsonM FINAL**"). Copy your submitted files into this folder, and then copy the entire folder into the course "**Completed Homework**" folder on the Server.

Your flowchart, storyboard, and asset chart should be created on the computer, and copied to the Server with the other files. *No hand-drawn supporting materials will be accepted.*