

<b>Topic: 11.1 Interactive Multimedia Product</b>			<b>Duration: 20 weeks</b>		<b>Composite: Controlled Assessment</b>	
<b>Key vocabulary:</b>	<b>Core knowledge questions</b>			<b>Powerful knowledge crucial to commit to long term memory</b>	<b>Links to previous and future topics</b>	
Accessibility Audience Bandwidth Client Colour scheme Constraints E-learning products File formats House Style Information kiosks Interaction Work plans Legislation Navigation Peripherals Purpose Requirements Resources Review Storage	<ol style="list-style-type: none"> <li>1. What is meant by multimedia? Multimedia means multiple – types of media. It can include: images, audio, video, animation, text, games etc.</li> <li>2. What is an interactive multimedia product? An interactive multimedia product is a product that uses a range of multimedia to present information in a way that a user can interact with, for a given purpose.</li> <li>3. What types of multimedia product are there? The different types of IMP are: mobile apps, information kiosks, museum interactive displays, fast food ordering systems, virtual tours, websites, e-learning products</li> <li>4. What are the design principles of IMPS? The different design principles are Features, Interface, House Style and Layout</li> <li>5. What are typical features of IMPS? IMPs tend to have a range of media such as images, audio, video as well as navigation systems to enable users to move around the product. Some IMPs include hyperlinks to external websites</li> <li>6. What is an interface? An interface is the system that the IMP uses to enable a user to interact with it. Most use a form of Graphical User Interface and rely on an input from the user to interact with buttons, menus, and other content.</li> <li>7. What is a house style? A house style is a predefined, consistent look to a product. This can include logos, colours, fonts etc.</li> <li>8. What is meant by layout? Layouts are the consistent structure of IMPs. It should be clear and consistent i.e. headers and navigation system in the same place.</li> <li>9. What is hardware? Hardware are the physical devices of a computer system needed to create and view IMPS (mouse, keyboard, monitor, speakers etc.)</li> <li>10. What is software? Software are the programs needed to view and create IMPs (e.g. Powerpoint, web browser, graphic editing software etc.)</li> <li>11. What is a test plan? A test plan is a list of criteria that the product must meet in order to be successful.</li> </ol>			<ul style="list-style-type: none"> <li>• Interactive multimedia products are used in a range of sectors (To inform, educate, entertain, advertise, and promote)</li> <li>• Interactive multimedia products make use of two or more forms of media.</li> </ul>	<ul style="list-style-type: none"> <li>• Links to topics in Year 7,8 and 9 (recap)</li> <li>• This unit utilises pre-production using knowledge (R081) on pre-production techniques</li> <li>• Links to previous controlled assessment (R082 – Digital Graphics) in editing images</li> </ul>	
<b>We will develop these skills:</b>						
<b>Impressive reading</b>	<b>Impressive speaking</b>	<b>Impressive writing</b>	<b>Resilience</b>	<b>Numeracy via:</b>	<b>Digital Literacy via:</b>	<b>Employability via:</b>
Be able to read a client brief and extrapolate the important points	Discussing in small groups and as a class, how to interpret the client brief. Offering suggestions and opinions and justifying these against the brief	Writing for a specific product using a specified format.	The need to redraft and amend plans	Time planning	Using a range of appropriate software to create these pre-production documents	Teamwork Compromise Meeting a customer's needs
<b>SEND</b>						

- Key vocab introduced in relation to 'basics' of pre-production. These will be revisited through KS3/4/5 and under pin key concepts in Creative iMedia.
- Cultural capital – showing and demonstrating how to use a computer effectively.
- Each theme chosen as relatable and uses real-life examples.