

STAFF DEVELOPMENT COMPONENT INFORMATION

COMPONENT TITLE: Creating Interactive Multimedia Curriculum Content

IDENTIFIER NUMBER: 3003023

MAXIMUM POINTS: 60

GENERAL OBJECTIVE:

This component is designed to provide the tools that are needed for educators to create engaging content specific to the subjects they are teaching. The processes may include the use of peripheral devices and software such as digital camcorders, digital cameras, digital sound recording, file conversion, video and/or audio editing, screen capturing, Breeze, presentation software, graphic editing, and Flash. The resulting products will be interactive presentation of curricular experiences that promote learning.

SPECIFIC OBJECTIVES:

Upon completion of the appropriate, selected activities, and duration of the component, participants will:

1. Define characteristics of online interactive content and identify the different formats.
2. Distinguish the differences between sequential and random access presentation.
3. Explain advantages and disadvantages of interactive teaching.
4. Demonstrate an understanding of digital cameras and/or camcorders.
5. Demonstrate an understanding of how to record audio segments.
6. Demonstrate an understanding of how to edit audio segments.
7. Define the differences between vector and bitmap graphics.
8. Demonstrate an understanding of the differences between graphic, button, and movie symbols.
9. Demonstrate an understanding of symbols in Flash.
10. Demonstrate an understanding of how to create shape tweens.
11. Demonstrate an understanding of how to create motion tweens.
12. Demonstrate an understanding of the components of a Flash movie.
13. Demonstrate an understanding of how to create a movie, scene, and layer.
14. Demonstrate an understanding of basic scripting.
15. Demonstrate importing techniques for graphics and audio files.
16. Demonstrate an understanding of publishing formats.
17. Demonstrate planning processes for creating projects.
18. Formulate a plan for creation of an interactive multimedia project.

PROCEDURES:

1. Presentation of various interactive multimedia formats.
2. Fieldtrip on presentation development.
3. Development and gathering of graphics.
4. Development and gathering of audio files.
5. Training in the basics of Flash.
6. Training in basics of Flash scripting language.
7. Training in publishing Flash formats.
8. Training in project development.

EVALUATION OF PARTICIPANTS:

Participants will:

1. Design an interactive multimedia project.
2. Demonstrate knowledge of Flash.
3. Create and/or collect graphics using the Internet and/or a digital camera.
4. Create and/or collect audio files using the Internet and/or recording techniques.
5. Integrate graphics and audio files into Flash.
6. Create symbols in Flash.
7. Create a Flash movie with interactivity.
8. Publish a Flash movie.
9. Complete and interactive project.

FOLLOW-UP PROCEDURES:

Participants will create an interactive multimedia project to support a lesson in their curriculum. Additional projects may also be completed.

COMPONENT EVALUATION:

Participants and professional developer will assess the degree to which the component goals were met and make recommendations for revisions through the component evaluation.