
Sample Assignment: Unit 11 Interactive Multimedia Products

ASSIGNMENT 1: YEAR 10 BRUNEL PRESENTATION

This assignment will allow you to meet all of the assessment requirements for Unit 11; Interactive multimedia products. You should look at the Assessment Evidence Grid to check what you need to demonstrate in each task to achieve each mark band.

Introduction

You have been commissioned to produce an interactive, non-linear multimedia presentation introducing the work of Isambard Kingdom Brunel to a Year 10 audience who will be studying his work for a combined history/technology project. The multimedia presentation should include text, graphics, video and sound.

You should concentrate on two main areas of Brunel's work in order to show his prowess as an engineer. These are the Clifton Suspension Bridge in Bristol and the Royal Albert Bridge, which spans the River Tamar between Plymouth and Saltash.

You have been provided with a range of images and video clips about both sites, as well as notes on both achievements. The commission requires a music sound track for the multimedia presentation, but has accepted that the final choice of which music to use should be based on the images used and, therefore, should be your decision. The only stipulation is that the music should not distract from the images used and should be suitable for a Year 10 audience.

Specifics

- (i) Produce a report describing and evaluating the design and structure of two interactive multimedia products. Your report should make it clear how each multimedia product has influenced the design of your own multimedia product.
- (ii) Produce at least two clear and detailed design plans for your multimedia product. Write a critical analysis of your designs, which discusses their strengths and weaknesses. Use this analysis to help you decide which design plan you will use for the final product.
- (iii) Produce a multimedia product that makes effective use of design, layout and interactive features to introduce Brunel's work in a way suitable for a Year 10 audience and which will further stimulate the target group's interest in his work.
- (iv) Keep a diary of how you produced the multimedia product, identifying the range of ICT skills you have used and how these had to develop whilst you were creating the product.
- (v) Produce a detailed test plan. Carry out thorough testing of your multimedia product in line with that test plan to confirm that the product meets the initial design specifications. Revise the product if necessary.

- (vi) Produce a detailed user guide for your multimedia product. This should make good use of graphic images and contains detailed instructions for using your multimedia product.
- (vii) Produce a well written, detailed and critical evaluation of your multimedia product for your clients. This evaluation should explain why you included the features you did and any improvements you need to make. You should also include feedback from initial testing of the multimedia product by sample users. Your report should be in standard English with few, if any, spelling, punctuation and grammar errors.