



Cambridge TECHNICALS in IT



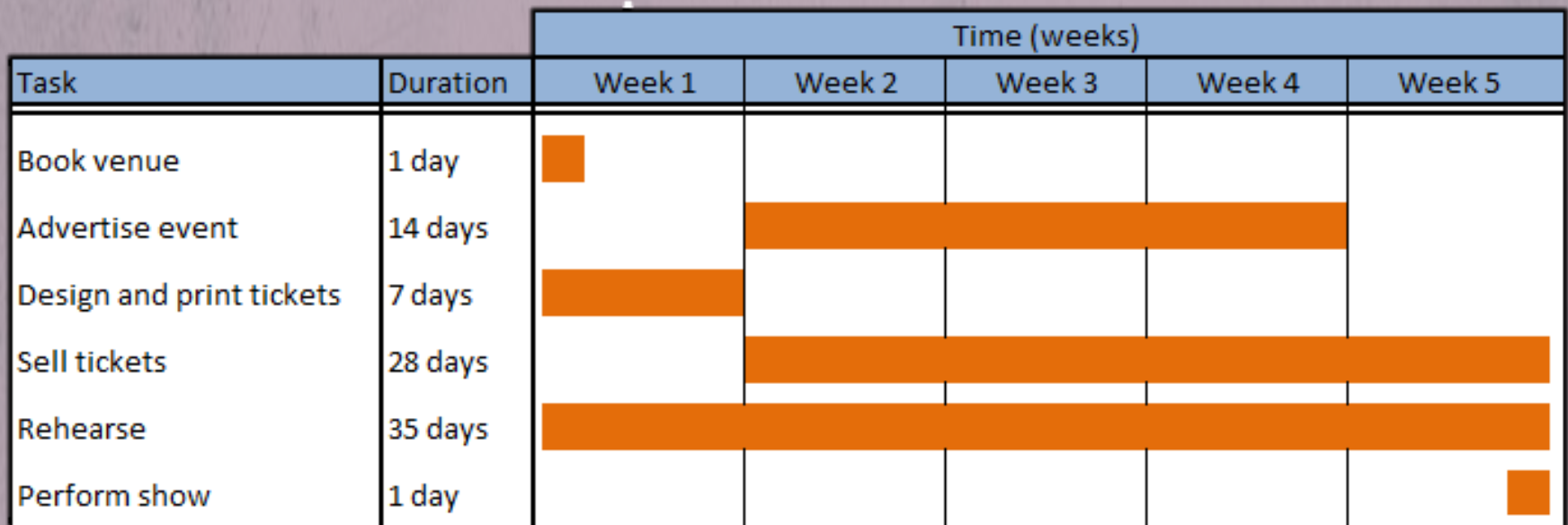
Unit 17: Interactive Media Authoring

LO 3: Be able to create an interactive media product following industry practice.



Time Planning – GANTT Chart

- GANTT Chart – used to plan deadlines for completion of tasks.
- Here is an example (for organising a show):



Creating the Product



- Create the product you designed for LO2. You will need evidence of the use of the following tools and techniques:
 - Appropriate folder structure and file names and formats
 - Timelines for animation (for picture showcase)
 - Use of Clipart library
 - Setting properties of objects
 - Inserting and formatting text
 - Using a range of components (images, videos, animation, sound)
 - Applying transitions
 - Alternative pathways



Testing



- Test relating to the following should be incorporated into the test plan:
 - Functionality (working navigation, content loads and works as expected)
 - Usability (clear navigation)
 - Completeness
 - Accuracy (proof read, spell-checked, readable text on background colour)
 - Accessibility (easy to use, clear text size)
 - Performance – does it work in different situations?



Test Plan



- Before testing the product a Test Plan must be drawn out:

Test Num.	Test Description	Expected Results	Actual Results	Action Required
1	No spelling or grammar errors	There should be no spelling or grammar errors	I ran the spellchecker and proofread each page to ensure there were no spelling or grammar errors	None needed
2				
3				
4				



Feedback from Test Users



- The best way to gain feedback is by creating a questionnaire
- A questionnaire should use mainly closed questions to find out peoples views of your product
- The questionnaire should be completed by people who match the audience selected for the product



The Production Process Recap.



- Conceptualisation/Planning
- Design
- Creation
- Implementation
- Testing
- Review and evaluation





L03 Portfolio Evidence



✓ (P3) Create an Interactive Media Product

- Create a GANTT Chart to plan your development time
- Create your product of at least 10 slides, include screenshots to show all features used throughout the creation stage
- Create a Test Plan and use this to fully test the product and fix any problems (screenshots needed showing before and afterwards)
- Compress & optimise the product and save it with a suitable name

✓ (M3) Making Improvements to an Interactive Media Product

- Create a questionnaire and collect feedback from at least 5 people
- Make at least 2 improvements to the product that involve changing or adding features; not fixing errors





L03 Portfolio Evidence Continued



✓ (D2) Evaluation of the Stages of the Production Process

- Explain what you did at each stages of the production process
- Describe positive and negative features of each stage

