

multimedia in practice

status: 23/1/08 – tentative proposal

period

1

duration

1 month

credits

3

lecturer(s)

A. Eliëns, icw others (Aroyo?)

target

IMM students, year 1

aim

To engage students in communicating ideas of personal, scientific and societal interest using web-based multimedia technologies.

description

Topics of interest will be provided in introductory lectures, followed by an explanation of the *interactive video platform*, and the tools needed to produce digital content. Using standard video editing software, elementary XML configuration files, and basic scripting function, students will work in groups to create interactive videos, based on self-recorded material and videos from (among others) youtube. An essential part of the assignment will be a detailed written communication plan that outlines the components of the video, its structure, and the messages that the product is supposed to convey.

topics

Topics may be selected from both the scientific domain, either technical, as outlined in **ICT Challenge(s)**, or from a social science/business perspective, as proposed for the course **social and economic aspects of the connected world** suggested in a meeting of the OLC IMM. from societal issues, such as *climate change control*, or personal matters related to *students' life*.

mode of tuition

college + practicum

supervision

student assistants, supported by (assistant) platform expert

technology

flex in combination with interactive flash video, as developed for the *clima futura* game platform.

benefits

Awareness of communication issues, use of media technology, attention for (selected) topics, project planning, oral and written reports.

pitfalls

Lack of discipline or motivation, selection of irrelevant topics.

remarks

This course should require minimal technical expertise, but appeal to students to find creative solutions in communicating interesting topics, using current day multimedia technology, in particular (interactive) video.

related

The course is related to but in terms of both scope and requirements wrt technical expertise rather different from the proposed *Project Interactive Multimedia*

background

The inspiration and technical platform for this course stems from our work in the Clima Futura [1] project¹

structure

- week 1 – introduction of topic(s)
- week 2 – instruction interactive video
- week 3 – presentation of (communication) plan
- week 4 – delivery of product & documentation

preparation

Selection of suitable topics and themes. Development of manual *interactive video*. Course website, with schedule and additional information.

reference

[1] Eliëns A., van de Watering M., Huurdeman H., Bhikharie S.V., Lemmers H., Vellinga P. , Clima Futura @ VU – communicating (unconvenient) science, In Proc. GAME-ON 07, Nov 20-22, University of Bologna, Marco Roccetti (ed.), pp. 125-129, EUROSIS-ETI Publication, ISBN 9789077381373

¹www.cs.vu.nl/~eliens/projects/project-climate.html