

Unit 8.2: Design and development

Before we discuss deeper about various steps in multimedia design phase, it is useful for us to understand the purpose of design.

You as a multimedia designer should incorporate between multimedia design guidelines and intended outcomes of the project.

Your task as a multimedia designer is to create a multimedia package or software that suits your intended audience requirement.

During the multimedia compilation process, first you have to locate and assess potential multimedia materials that you want to include in your project.

However, make sure that you have clarified the copyright and intellectual property (IP) issues.

Next, in the digitization step, you need to convert hard copy files into soft copy (by scanning the text or typing it entirely).

You can capture images using digital camera.

Sounds and audio should also be in digital format.

Finally, all the digitized multimedia content could be converted and compiled using multimedia authoring software.

Once you have collected your multimedia contents, you have to revise their appropriateness and quality.

Animation and video require special attention since it is difficult to explain some idea without using text.

You may ask a content matter expert to review their quality.

If your multimedia product includes speech or video, then you need to produce a script.

Throughout the design process, do not forget the importance of ongoing evaluation and assessment of project completion percentage.

To make you clear about the development process, you may divide the process based on the multimedia elements that you need.

For instance, first you may need a text component of your project.

Then if your multimedia product involves interactive function, simple authoring is insufficient. You also need to have a programming element.

For other multimedia elements, you need to create graphics, and produce audio, video and animation.

The most important stage of the development is to assemble these separate pieces of multimedia elements into one single compilation or one final file.

Sometimes, once the overall product is completed do not forget to prepare supporting documents such as user's manual.