

Unit 9.1 Planning The Project

Have you ever wanted to develop a multimedia project, but don't know how and where to start?

You need to plan first. Prior planning promotes proper performance; otherwise Poor Planning Promotes Poor Performance.

Because the quality of the digitized multimedia elements might not match your client expectation.

In planning process, requirement analysis is an effective tool that helps you to identify resources and capabilities, and to formulate strategies to accomplish your design goals.

Planning help you to determining what is to be achieved. It helps you to set your goals. Thus assist you to identifying appropriate action steps that you need to take to accomplish your project. Planning centers on determining goals and the process to achieve them.

However, before you even start to develop a multimedia project, you have to consider various factors. The factors include resources that you have such as hardware and software.

Use mind mapping software or apps such as FreeMind or MindMeister, just to name a few, to see your project in a broader view.

Planning involves deciding what to do next in your development stage. Therefore, you have to plan properly beforehand of who is your target audience. They are one of the most important aspects in your project planning.

Other than that, make sure that you have the confidence that you can complete the project. This includes packaging the finished product, as well as delivering the complete project.

Besides that, break down one big task into smaller chunks of manageable work. Estimate the total number of days that you need to accomplish it.

So, to manage this process, I encourage you to use project management software such as Microsoft Project. Use Gantt Chart that include milestones and deliverables.

Next, for the multimedia authoring stage, as a multimedia designer, you should really research the sort of digital elements that you want to create. Before embarking on any digital design process, it is vital that you do all the required manual pre-production planning.

For example, if you want to create a logo or branding for your multimedia product, first study thoroughly all the non-digital elements of the logo such as logo meaning, that want to create digitally. Now, tell me of a good resource to find ideas to design a logo. Anyone?

Let say that you want to create 3D character model, you need to plan how you are going to construct and design the character. Then how might eventually animate it later.

In summary, planning is like the map of your journey towards the completion of your project. Could you imagine what would happen to someone who travel in the Saharan desert without using a map!

