Unit 9.2 Scheduling The Project

Without careful scheduling activity, digitized multimedia resources could easily be misused or unused.

As a result, your ignorance and lack of planning will render the design useless. You have to redo. And this is waste of time.

Moreover, good time schedule planning suggests thinking about how, for example, a photo you use for your stand-alone multimedia product might also create some continuity if you use it for the online version of the same product.

This will save a lots of money!

So, put in your project timeline on when you are going to show your early prototype.

Through this important activity, explore and understand their problem to determine your multimedia product purpose and functionality.

Don't forget that you also required to prepare computer hardware and multimedia software. Put early into your timeline, when you are going to purchase these requirements. Any delays will affect the later stage of the design activity.

Once you have all the required infrastructure, then you may determine your application structure, navigation and layout design.

Later in the implementation stage, then you may start to get your hands dirty.

Finally, don't forget to insert in your activity calendar when you are going to test your application.

Remember, you need to do this at least twice: before and after you deliver it to your client.

Their feedback is vital as a way to improve your product performance and usability. Again, you need time to rectify any weaknesses in your project.

I am sure you need at least 1-2 weeks just for this purpose, depend on the project scale.

That is why in your project timeline, make sure you have sufficient time to do research, time to attend meeting with your client, and time to redo your work based on the comments from your client.

That is why proper time scheduling is vital in multimedia project development.

The main point here is that developing multimedia product requires careful planning and strategizing and scheduling.

Scheduling requires coming up with a design plan, defining target audiences and setting both short- and long-range goals. You also have to define user requirements.

One last thing. please write down on papers every important aspect of your design planning issue. That is your official schedule document. This document will help to keep your project on topic, on task and on time.