Knowledge Organiser : Creating Interactive Media

COMPUTING & INFORMATION TECHNOLOGY

You must be able to consistently prepare and use appropriately use assets for interactive multimedia
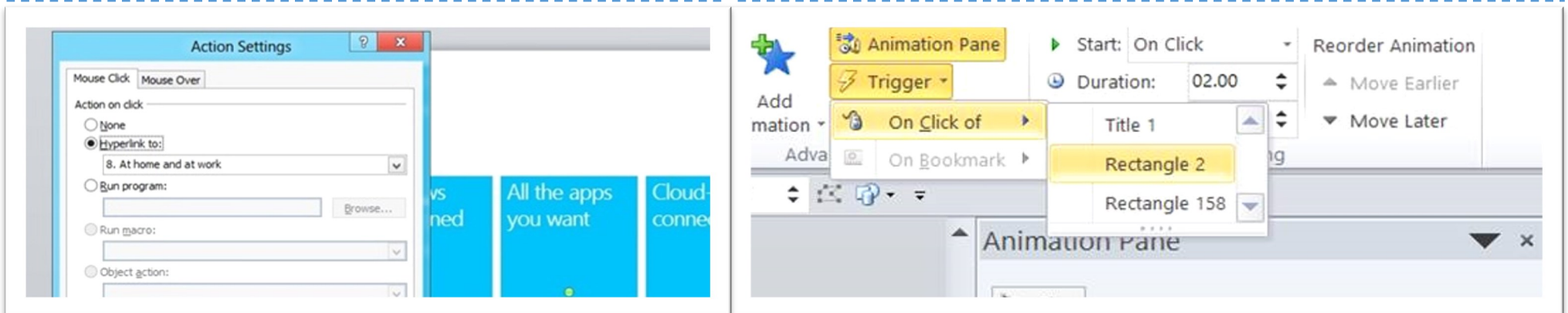
What is 'Interactive Multimedia'?

Interactive multimedia is a method of communication in which the program's outputs depend on the user's inputs, and the user's inputs in turn affect the program's outputs. Interactive media engage the user and interact with him or her in a way that non-interactive media do not. Websites, presentations and video games are three common types of interactive media. Movies and most TV shows are generally not considered interactive media; however, shows that require audience participation could be considered interactive media.

Social networking websites are an example of interactive media. The sites use graphics and text to allow users to share photos and information about themselves, chat and play games. Video games are another type of interactive media. Players use controllers to respond to visual and sound cues on the screen that are generated by a computer program.

Consistent use of Multimedia Products

Using a multimedia product consistently is about demonstrating how well you have used the capabilities of the software that you have chosen to develop your multimedia product. For example, if you choose to use presentation software then you will have to demonstrate your use of the build in features, such as;

⇒ Using **Master Slides** in presentation software to prepare background and font styles
⇒ Using the **Home Tab** in presentation software to apply fonts to all pages
⇒ Use **Special Effects** icons with added text to create navigation buttons
⇒ Appropriate use of text boxes, images, movie elements and sound
⇒ Maintaining a **consistent** theme throughout the multimedia product
⇒ Employing a design with assets that fully **reflects** the design
⇒ Appropriate use of transitions and animations
⇒ Using **hyperlinks** and/or **animation triggers** to interact to user inputs
⇒ Navigation buttons should enable the user to jump to **any** part of the product, not just the next page.
⇒ Multimedia products should be exported to a file which does **not** require the user to buy or need specialist software.

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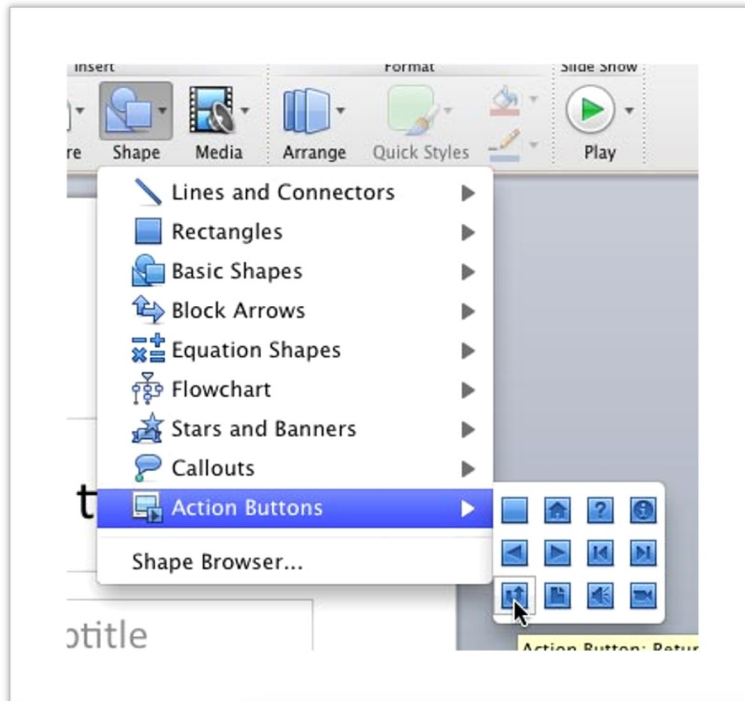
⇒ Your multimedia product must combine a **wide range** of different assets.

⇒ Your multimedia product must also have a clear and easily understandable **navigation system** to create an **interactive** multimedia product.

⇒ **All** the multimedia interactivity must work as intended, so it should be fully **tested**.

Action buttons are built-in button shapes you can add to a presentation and set to link to another slide, play a sound, or perform a similar action.

When someone clicks or moves over the button, the selected action will occur. Action buttons can do many of the same things as hyperlinks. Their easy-to-understand style makes them especially useful for self-running presentations.

You can insert action buttons on one slide at a time, or you can insert an action button that will show up on every slide. The second option can be useful if you want every slide to link back to a specific slide, like the title page or table of contents.

The appearance of action buttons can be selected to meet the design requirements of the project.

Examples of slides which use interactive buttons to enable the user to navigate the presentation