Multimedia Project

Objective: The purpose of this project is to create a multimedia presentation that will highlight or showcase various science concepts (chemistry/physics) or science-related issues that are relevant to the community. The project must be informative, relevant and engaging.

Examples:


Media Format: The project can be presented in the following formats:

- Audio
- Slideshow
- Video

Mechanics for the Project:

1. **Collaboration and teamwork** will be the driving force behind this project. Each team consists of 3-4 students. You will be allowed to choose your own members for this project since it will involve meetings outside classroom time.

2. This project aims to inspire your group to explore, experiment and create an effective media to communicate your ideas to your audience. This is a **2-3-minute media presentation**. In order to be successful, there will be three phases for this project and will follow the given timeline.

   A. **Planning Dec 15-Jan 7**
      
      Determining what resources are accessible to your group, how much time is available and what you want to illustrate.

   **Output:** Story Board
   
   Media Planning Tool Kit

   **Tools:** Writing a Script
   
   Media Making Resources Slideshow
   Media Making Video Resources
   Choosing Your Media Content, Equipment and Format
   Interview Techniques
B. Producing  Jan 10 – Jan 28
Taking photos, shooting video, recording sound, editing clips and working with materials
**Output:** Proof of photos, preliminary video and interview
Each group must bring a flash drive to show that they have started the project.

C. Presentation/Publishing  Mar 10-11
Showing the finished product, uploading content to the Web, exporting media files and demonstrating learning
**Output:** Actual Project on a flash drive. Presentation will be on **Mar 17**.

3. The **tools** for the project include anything that is **available to your group**. There are many sophisticated, powerful and expensive tools on the market, but perhaps surprisingly, there are also many less sophisticated yet still powerful hardware and software options, and many are free. Interestingly, the final media projects tend to be of similar quality whether they’re created by the free or the expensive tools. Most people end up using a combination of both.

4. You will be given **two days of access** to the library computers during class time. If you need more time, you are expected to make the necessary arrangement outside classroom time. **Flip video cameras** will also be available for borrowing on a rotation basis and a specific period of time since we do not have enough for the whole class.

5. You will be graded based on the following components:
   1. Introduction – 10 points
   2. Delivery – 15 points
   3. Technical Production – 20 points
   4. Images/Graphics – 20 points
   5. Content – 20 points

   A more detailed rubric will be provided for each group in order to have a clear set of expectations for each component. This is worth **100 points** and the final project is due on **March 10, 2011**.