

CHOOSING THE BEST MULTIMEDIA FOR YOUR PROJECT

Choosing the right multimedia application for your project requires careful thought and consideration.

Factors to consider are:

1. the applications and tools you have available
2. the ages of your students
3. your students computer experience and expertise
4. your skill and comfort level doing multimedia projects with students
5. the project's purpose
6. the project's audience
7. your timeline
8. cost of the application per workstation or licensed copy if you need to purchase it
9. cost of peripherals such as scanners, digital cameras, etc.

Available Applications:

This is a good place to start. Learn to use the applications that are already on your computers in your classroom/and or computer lab. Usually schools have limited funds for technology, so planning a project with software that you do not currently have can be frustrating unless you know you have funds at your school to purchase that software. Meanwhile, however, be aware of what applications you would like to have on your computer for future projects, and become an advocate for purchasing licensed copies of those applications. If possible find out who decides what technology is purchased and begin educating that person or those people. Also, look for grants that are good matches for what you want to do with your students, and begin to write grants.

Age of Students and Their Expertise Level:

Young students can successfully create multimedia projects in simple to use applications such as KidPix. If the teacher creates templates with buttons, students as young as first grade can successfully create HyperStudio Stacks. ClarisWorks (AppleWorks) Slide Show is another easy to do application once the master page is set up.

PowerPoint can be taught to 3rd and 4th graders.

MovieWorks can be used with 3rd and 4th graders, particularly if they have had some experience with other multimedia applications.

5th and 6th grade students can learn to use Premiere as well as the above applications.

Web authoring programs such as Dreamweaver, GoLive, and Netscape Composer can be taught to any student who can use a word processor.

Older students will enjoy creating QuickTime VR , digital movies, HyperStudio stacks, PowerPoint presentations, web pages, and more sophisticated projects using applications like Macromedia Director.

For younger students (and perhaps all students) the key to success is helping them:

1. plan their projects
2. create storyboards
3. create folders to store their project and media
4. giving them time to learn to use the application and play with its potential

Teacher's Comfort and Skill Level:

This is an individual decision. Some teachers are comfortable stretching themselves into new areas and learning along with their students. Others need to feel completely comfortable with a new application before teaching it to their students. Find your own comfort level. As you do more multimedia projects with students you will be able to branch out into new areas.

Project Purpose, Audience, and Timeline:

Audience is an important concept when creating multimedia projects. It is closely related to the purpose of the project. Here are some suggestions and examples:

Purpose	Audience	Some Suggested Applications
Teach, inform	Anyone in the world	Any web page authoring software HyperStudio, PowerPoint, QuickTime Video (publishable on Internet)
Teach, inform, tutorial	Other students (individually)	HyperStudio, Digital Chisel, Macromedia Director
Entertain, teach, explain, show what you have learned	Class, parents, teachers, community	PowerPoint, digital movies (Premiere, iMovie, MovieWorks, VideoShop), ClarisWorks (AppleWorks) Slide Show, KidPix , HyperStudio, Creator
Teach, explain, entertain, show what you know	Class, parents, community	Analog video



12345 El Monte Rd Los Altos Hills, CA 94022

Cost

If you are purchasing software consider the price per license or workstation. HyperStudio, AppleWorks, MovieWorks, iMovie, Claris HomePage, PowerPoint, PhotoDeluxe, are all fairly inexpensive with school purchase plans. Other applications, like Macromedia Director, PhotoShop, and Premiere, are more expensive, and more sophisticated to use.