

Guidelines for New Media and ICT

Conceptually and technically, the new media is defined with the following characteristics: *numerical representations, modularity, automation, variability, transcoding, dispersion, hypertextuality, and interactivity*: New media/ICT focuses on culture and computing rather than a simple convergent reconfiguration of media and computational logic. However, for the purpose of wider dissemination of knowledge through new media educational technologies, new media can define as a media, text or tool, which has digitally enabled form, content and use, and therefore, the following points can be considered as the guideline to submit entry for the new media/ICT categories

1. Project related to these categories shall use any medium to prepare their audio- video text, which includes, app-based programme, photography, video game, video, sound or sonic text, installation, animation , graphic, or mobile-based programmes, etc. However, all these medium shall follow some of the features listed below:
 - a. The program should digitally enabled-interactive format(computer/mobile/software-based programme)
 - b. Interactivity: Interaction shall not be confined only to app or software-based computer or mobile programme, rather a medium which uses multimedia contents to activate senses of interaction through visual –sonic signifiers can be treated as New Media and ICT educational technologies.
 - c. For instance, a photograph/animation/video/music which uses multimedia interactive signs or sounds to stimulate students' or teachers' sense of perception can be considered as new media/ICT text.
 - d. If a new media text/ project is not based on computational logic, then the aspect of interactivity should be enmeshed within the project or text through appropriate techniques such as animation, graphic, subtext, voices or sound, etc.
 - e. The file shall be user-friendly and digitally transferable.
 - f. All ICT /new media projects shall attempt to use self-creative, innovative, and expressive content rather than copying or modeling any ‘types or stereotypes’(such as racial, religious, ethnic, or gender stereotypes) available in the creative industry or networks.