Process of developing Multimedia Resources

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What are the types of multimedia resources we discussed in the first session?

List any 2

Types of multimedia resources

Audio

Text

Drawing

Illustrations

Photographs

Videos

Animation

Simulation

Augmented Reality

Virtual Reality

Mixed reality, Metaverse

…

Process of creating Audio resources

Plan your audio resources which:
1. have a clear instructional purpose
2. are engaging
3. are ethical, just, inclusive, and fair
4. **Remember it is an AUDIO resource**

Avoid:
Fast speech, too much background music, longer explanations

# Process of creating graphic resources

Plan your graphic resources which:
1. have uncluttered imagery
2. follow design principles of fonts, colours, and balance
3. Keep cultural references in mind

Avoid:

Too small, unclear drawings, unreadable fonts and font options, unrelated colour schemes,

Process of creating graphic resources
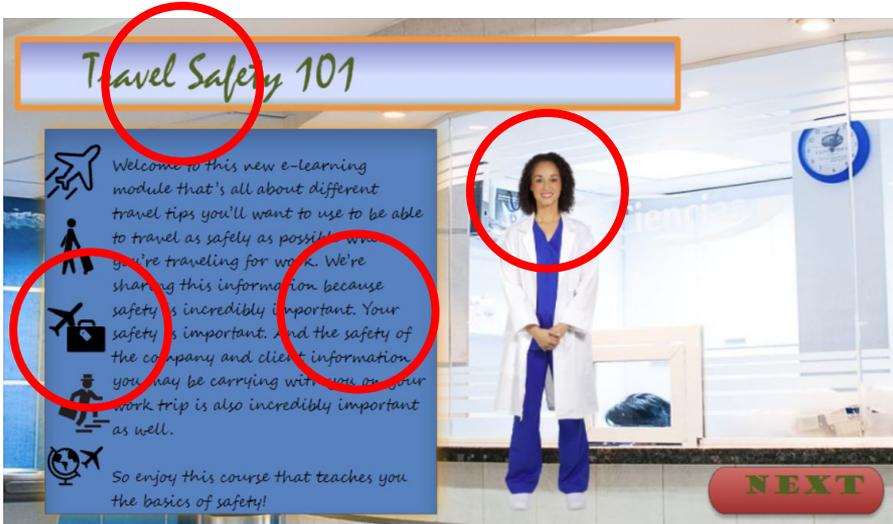
Process of creating video resources

Types of various video resources

Instructor video (Talking head)

Slides (Presentation)

Screen-capture

Handwritten digital notes
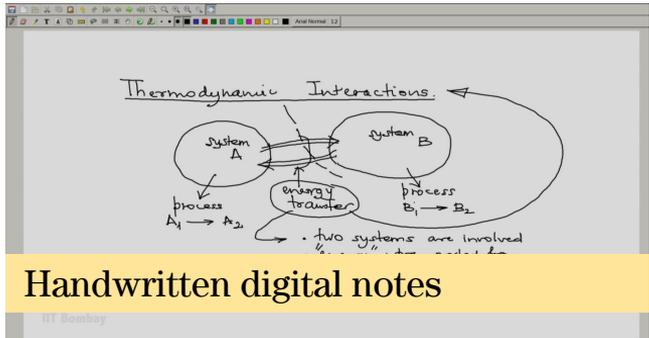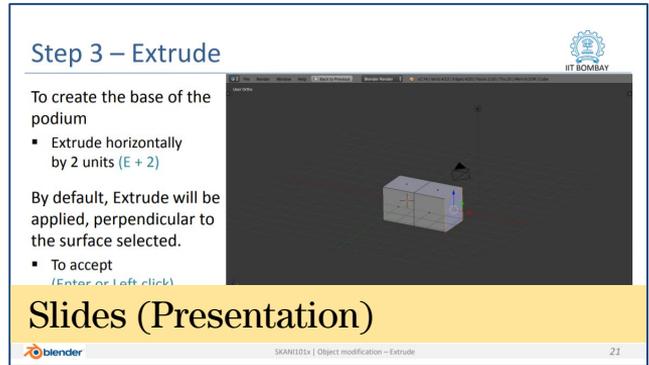
Instructor video (Talking head)

- Maintain eye contact
  (as much as possible)
  - Personalization and connect

- Do (modular) retakes
  if necessary
- Gestures, movement, expression
- **Give maximum emphasis for clear audio**
  - Voice modulation
  - Conversational style

Instructor video (Talking head)

Instructor video (Talking head)

- Backdrop
  - Avoid noisy, unrelated, distracting background

- **Minor glitches can be fixed in editing, post production!**

Instructor video (Talking head)

Slides (Presentation)

- Follow basic principles of visual design
- Use few fonts and font styles
- Keep the font sizes above 20pt
- Avoid **clutter** on the slides (6x6 rule)
  - 6 bullets or less per slide
  - 6 words or less per bullet

Step 3 – Extrude

To create the base of the podium
- Extrude horizontally by 2 units (E + 2)

By default, Extrude will be applied, perpendicular to the surface selected.
- To accept (Enter or Left click)

Slides (Presentation)

blender   SKANI101x | Object modification – Extrude   21
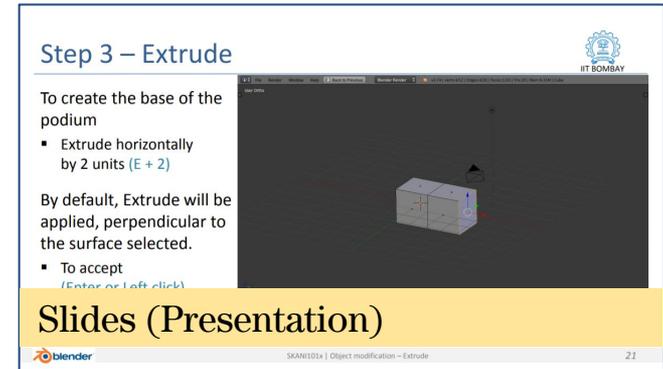
Never read the slides, Viewers can read them!

You committed a mistake while recording a video. How will you repair it?

Write one way of addressing this problem.

Discussion

- Re-record
  - Don't record the mistaken word alone, record the complete sentence which had the mistake.

- Edit
  - The mistaken word can be edited out, but it may lose the meaning/flow.

Screen-capture

- Software demonstrations
- Website navigation
- Process explanation
- Synchronize audio narration and screen actions
- Avoid clutter on the screen
- **Never miss basic details, users are seeing it first time!**

Screen-capture

Handwriting

- Good for annotating
- Personalised and customized
- Can be used for 'step-wise explanation'
- Ensure readability
- **Avoid making complex drawings, users may get confused!**

Handwriting
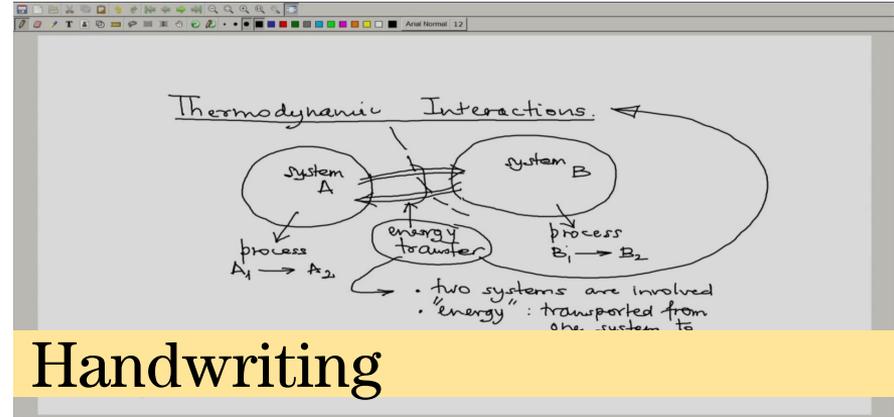
Other resources

- Animations
  - Suitable for objects/processes which cannot be captured using a camera
- Simulations
  - Interactivity and customization
- Outdoor/Lab recordings
  - Adding realism
- Classroom lectures
  - Natural settings, audience participation and response

Production recommendations

- Avoid jazzy/flashy editing patterns
  - Add short soothing music in the beginning
  - It helps users to adjust their sound system
- Remember
  - Appropriate credits
  - Cultural contexts
  - Frequent backups and archive

Advanced production requires specialized personnel!

Connect

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