60-350: Introduction to Multimedia Systems

Project Description and requirements

As mentioned in the course outline, one of the important components of this course is a term project. It is expected that project will be "design and implementation oriented" and will involve substantial efforts. The project will be a reflection of your understanding of the Multimedia concepts, your visualization capabilities, your artistic abilities and your computer science understanding. Selected projects may be used as "show-case" projects for various school related activities. This project is not a programming project but may require some programming. You are **required** to use **Adobe Flash** (or **Adobe Edge Animate**) to complete your project**.** You are allowed to use any aspect of program development to facilitate any of the desired aspects of your project.

It is expected that none of the material used in your project will be in violation of **ANY** of the **copyright laws**. It is exclusively **YOUR** responsibility to make sure if the material you would like to use or have used requires explicit permissions from the author/owner of the information. In some cases, you might be able to get permissions by simply contacting the author/owner of that information. In case you are required to seek explicit permission from the author/owner of the copyrighted information, this permission and its correspondence (emails / transcripts) should be part of your documentation. **REMEMBER** any information you get through Internet doesn't necessarily means it is copyright free. Likewise, if you can download an item for free doesn't make it copyright free. You still have to look at its user agreement (or similar thing).

Project has various components. You **MUST** proceed by following a strict timeline. At the end of the term, you may be **REQUIRED** to give a public presentation/demonstration of your project.

1) Proposal:

As a pre-requisite of the project, each student is required to submit a printed copy of the proposal for his/her project. The proposal should include following information and is **due on Sep. 29, 2015.** The project proposal is worth **5%** of the total project points and must satisfy all of the following requirements:

- Title and a brief description of the project you intend to do. Sample projects from previous semesters are available through my web site to get an idea. Feel free to pursue and discuss your own idea.
- Nature and list of media components to be used (you may not know details but should have some idea).
- List of possible sources to collect relevant information (images, video, animation, audio, sound effects, etc.). It is understood that this list may be tentative at this time.
- If you fail to submit project proposal, your project **may not be accepted.** Project proposal **must** be submitted even if the due date has passed. However, any such proposals will NOT qualify for any credit.

2) Project Story Board:

In order to make sure that you are working on your project, you are required to submit a hardcopy of the story board of your project by **Oct. 20, 2015**. Story board should consist of your perceived design, interaction of components involved and a layout of your project. By this time, you will a very good idea of what you want to do and how you would like to proceed. This step is worth **5 %** of the total project points.

3) Prototype:

You should submit a prototype of your project by **Nov. 17, 2015**. Your project prototype demonstration is worth **10%** of the total project points and may involve discussion/critique by the entire class. The prototype MUST also be submitted on a CD/DVD for records (or if the Blackboard site is ready then electronic submission).

4) Final Project Submission:

Final project and its documentation (as stated below) are on the day/time of final exam as indicated by the Office of Registrar **(Exam Slot 25; Dec. 17, 2015 @ 08:30 AM)**.

General Requirements:

- Each student is required to complete an **individual** project.
- Project MUST be a stand-alone and a self-contained project. In other words, your project should not depend on

the native environment in which it is/was created or on the network connectivity.

- Project MUST include at least one "audio" component and at least one "visual" component.
- In case of animation-based projects (or if animation is a significant part of the project), it should be at least one minute in length with a minimum of 100 frames.
- You are NOT allowed to simply use a loop to repeat the same set of information to extend the life of animation (to fulfill above mentioned requirement).
- You are NOT allowed to simply record a digital movie using your camcorder and build a title/theme enclosure it and present it as your project. In other words, project CANNOT be based on digital recoding of any event.
- You are not allowed to build your project around a video recorded "interview" or something similar in nature. In other words, your project should not be based on multiple video recorded segments, cascaded to create a project.
- Irrespective of where the project has been created, you should be able to demonstrate your project on any of the computers in regular lab, i.e., LT 3107.
- As part of the project, you **MUST** also prepare a web presentable version of your project and it should work in the same way as the stand-alone project. This project will be posted on the web site along with projects from previous semesters.
- Your project MUST not be a cookbook project, i.e., recipe or something similar.
- At the project submission time, each student may be required to present a brief 5 minutes demonstration (including any setup time) of his/her project and to submit project and its formal documentation (as explained below) on an acceptable media (e.g. CD, DVD, etc). Media should contain:

  (i)   stand-alone, self-contained project
  (ii)   project in web-presentable format and
  (iii) all of the project source material
  (iv)   Project storyboard
  (v)   Permissions and/or correspondence to use any of the copyrighted material

- Each project **must start** with the title, your name, semester, name of professor, and a declaration that it is a *"student project it does not violate any copyright laws"*.
- As part of the project documentation, you will be required to provide a signed declaration stating compliance with the copyright laws.

Documentation:

At the time of demonstration, each student is required to submit proper documentation of his/her project - **yes, a printed copy as well.** This documentation should be **packaged together** and must include the followings:

- A detailed description of the project design and choice of media components.
- Storyboard of your project.
- Description of software packages used to develop the project.
- Instructions on how to use your project.
- Information about the source of material used in the project. For example, some images in your project may have been taken from an Internet site or from a book. If it is from an Internet site, you should provide a complete URL of the site and the date of its last access and if it is from some alternate source, you should provide a complete reference for it along with copyright information/permissions for its use. If the material used is from an internet site and even if it is available for free, you still need to provide a printout of the page stating that information can be freely used, etc.
  Documentation should also include actual source of the project. For example, you have to provide individual images or sound files used to create final version of the project. Absence of any such material could result in a 50 % penalty of the total project points at this stage.

Note: *Your projects will be judged on its originality, contents and ingenuity*. Fulfillment of all of the requirements stated here alone will **NOT** automatically qualify you for the maximum points for the project. The maximum possible points also include comparison with other class projects and the overall aesthetic value of your project.