

COST EFFECTIVE SUPPORT TOOLS FOR MULTIMEDIA

DEVELOPMENT

TUTORIAL PRESENTATION

Dean Sanders

Northwest Missouri State University

Department of Computer Science Information Systems

Maryville, Missouri

The lure of multimedia is unmistakable. Photographs, animations, audio clips, narration, and video add pizzazz to any presentation or instructional module. Well-designed multimedia-based modules can enhance a classroom presentation, provide enrichment activities beyond the classroom, and improve the effectiveness of laboratory activities. Various research projects have shown that multimedia-based modules can improve a student's comprehension and retention. These characteristics are prompting many educators to consider developing multimedia-based materials to augment their instruction. Many are starting to develop materials for delivery over the Internet. However, there are major concerns associated with multimedia development including: (1) selecting tools to create and manipulate the individual multimedia elements such as audio, still images, animations, and video, and (2) creating a multimedia development environment at a reasonable cost.

The purpose of this workshop is to investigate software components that can be used to create the specific media elements that comprise a multimedia-based module. A suitable collection of components can be assembled by making judicious choices of inexpensive software. Despite common perceptions of low quality, there are some exemplary software tools that provide sophisticated capabilities at a modest cost. The focus of this workshop is on a few sophisticated, yet inexpensive, software tools that can be used to work with audio clips, still images, animations, and video clips.

Hands-on experience is a significant aspect of this workshop. Each unit in the workshop will begin with a brief discussion and finish with a laboratory activity. The discussion will focus on practical issues related to developing a specific type of multimedia element: audio, images, animations, or video. The laboratory activities will allow the participants to work with specific tools for creating and editing multimedia elements. As a by-product of the laboratory activities, the participants will learn to exploit PowerPoint as a tool for managing multimedia-based presentations.

At the end of this workshop, each participant should be familiar with some of the criteria for selecting software components for a modestly priced multimedia development environment, and will have gained some experience with selected software tools that

support the development of multimedia components. Participants in this workshop will receive an annotated list of software resources, a list of relevant web sites, and a recommendation for a suite of support software. Participants may bring their own multimedia-capable laptops to the workshop.