

MM 315 Final Exam Review Guide

Vocabulary

Understand the following terminology from multimedia design and development:

Design/Development Model	Sequential link
Prototype	Elaborative link
Specifications	Associative links
Link	Support links
Node	Interface design
Hierarchical link	

Objectives

Describe the process for multimedia design and development, including the activities carried out at each stage and the output created by each stage.

Describe the types of user actions to which a multimedia product can respond.

Describe the types of responses a multimedia product can make to a user action.

Describe a taxonomy of links in multimedia navigation.

Give examples of different types of relational links (elaborative, hierarchical, associative) and support links.

Discuss the sense of control different types of links provide to users.

Describe how content material and audience influence the choice of links provided.

Describe the properties that apply to an entire multimedia title.

Use link and node diagrams to represent navigation in multimedia titles.

Outline rules of thumb for designing a user interface.

Describe the rules of thumb for buttons, text, text fields, and esthetics in interface design.

Given a description of how a product behaves, draw a node map for it.

Given a simple set of specifications, design the screen that matches those specs.

Critique sample proposals, specifications, and screen designs based on the principles introduced in this course.

Director Stuff

Describe the principal components used in assembling a title in Director, and the primary properties associated with each. (Cast member, sprite, stage movie, and frame)

Describe how to establish a sequence of screens in a Director "Movie."

Discuss the significance of the events "exitFrame" and "mouseUp" in creating a title in Director.

Describe how to connect transitions to buttons rather than to frames.