

Managing Interactive Media Projects Frick

Managing Interactive Media Projects (Book Only) Managing Interactive Media A Project Management Methodology for Multimedia Projects Multimedia and Animation Pre-Production Planning for Video, Film, and Multimedia Computer Graphics and Multimedia Managing Interactive Video/multimedia Projects Delivering Digitally The Independent Film & Video Monthly Multimedia Projects in the Classroom Managing Multimedia Managing Multimedia Euroabstracts Art and Electronic Media Media International Australia Report Project-based Multimedia Instruction Multimedia Project of a Chinese Fantasy - Journey to the West Using MacroMind Director Studies in Multimedia Tim Frick Elaine England Stefan Hartweg Atul P. Godse Steve Cartwright Atul P. Godse Robert E. Bergman Alastair Inglis Timothy D. Green Elaine England Elaine England Edward A. Shanken Charles F. Kettering Foundation John D. Foshay Yi-Ju (Kay) Chen Tony Bove American Society for Information Science. Mid-Year Meeting Managing Interactive Media Projects (Book Only) Managing Interactive Media A Project Management Methodology for Multimedia Projects Multimedia and Animation Pre-Production Planning for Video, Film, and Multimedia Computer Graphics and Multimedia Managing Interactive Video/multimedia Projects Delivering Digitally The Independent Film & Video Monthly Multimedia Projects in the Classroom Managing Multimedia Managing Multimedia Euroabstracts Art and Electronic Media Media International Australia Report Project-based Multimedia Instruction Multimedia Project of a Chinese Fantasy - Journey to the West Using MacroMind Director Studies in Multimedia *Tim Frick Elaine England Stefan Hartweg Atul P. Godse Steve Cartwright Atul P. Godse Robert E. Bergman Alastair Inglis Timothy D. Green Elaine England Elaine England Edward A. Shanken Charles F. Kettering Foundation John D. Foshay Yi-Ju (Kay) Chen Tony Bove American Society for Information Science. Mid-Year Meeting*

from the birth of a media project idea to the implementation and maintenance of that project this book provides the skills and know how to master the process of managing interactive media projects managing interactive media projects offers important insights and techniques for various approaches to the process of creating interactive media it covers the ever important steps of

planning documenting writing designing implementing testing debugging and maintaining interactive media projects that range from web sites and online media to dvds cd roms and flash detailed breakdowns of key steps in developing interactive projects coupled with in depth case studies and digital supplemental materials make it a valuable resource in today s creative market written in a cohesive yet easy to understand manner this book will transform the daily drudgery of technical specifications and documentation into an easy to implement process that will help readers to surpass even their own expectations on their interactive media projects

this updated and expanded fourth edition retains the strength of previous editions while adding new material relevant for the changing work environment the book describes the latest industry trends and incorporates them into a project management framework by developing practical skills it aids the project manager s own development and provides a coherent overview of the issues that affect all in the converging industries of communications media and computing

inhaltsangabe abstract this paper tries to define a concept for managing multimedia projects efficiently and takes the suitability of existing methods into account developing a valid solution makes it necessary to look at project management as a generic discipline first and then apply the results to the multimedia discipline only then can we be sure that no important aspects of project management have been forgotten nor that existing and working strategies which could be applied to multimedia projects have been ignored this paper therefore defines project management and generally describes its areas of responsibility the question of whether project management is necessary and beneficial needs to be addressed as well after project management and the necessity to actively apply it in some form has been understood in general a specific focus on the existing information for multimedia project management will be undertaken it will become apparent that different viewpoints exist as to whether multimedia project management should apply project management methods of related industry areas such as software development this will justify the need to compare multimedia projects with software development projects after having gained an insight into project management as well as the characteristics of multimedia projects it is possible to determine the demands that a project management method needs to be able to meet to successfully manage multimedia projects it would be beyond the scope of this thesis to analyse every existing method instead one method will be analysed as an example the useful aspects of the analysed method will be identified along with its shortfalls in relation to multimedia development finally recommendations on how the

shortfalls could be corrected will be made so that a project manager will be able to use the examined method specifically suited to multimedia projects inhaltsverzeichnis table of contents 1 preface7 2 introduction9 2 1the topic of this thesis9 2 2hypotheses and findings12 2 3definition of multimedia14 2 4types of multimedia products16 2 4 1forms of delivery16 2 4 2categories of multimedia products18 2 4 3conclusion20 2 5project management definitions21 2 5 1project and project management21 2 5 2project stakeholders22 2 5 3project methodology methods and processes22 3 the historical development of project management25 3 1the philosophy of ancient project management25 3 2the

the fast emerging field of multimedia communications involves the use of various media types text images speech audio and video in a wide range of subject areas the book presents these subject areas in depth that enables the reader to build up a thorough understanding of the technical issues associated with this rapidly evolving subject the book begins with multimedia and animation multimedia systems elements of multimedia and animation and their use it discusses the background of color theory sketching and illustration storyboarding and different tools for animation it describes the process of multimedia project development it discusses the requirement of human resources and their skill levels hardware and software tools graphics authoring tools and things involved in planning costing designing producing delivering evaluating and testing multimedia projects it also explains the various image file formats the concept of morphing types of animations principles of animation animation techniques animation file formats animation for animation tools for world wide and professional development tools

the key to a project s ultimate success is good planning this unique new book shows how to prepare for the myriad of steps required to execute production and post production of a video film or multimedia project cartwright explains in detail how to save money and time in production and post production yet produce a quality program with high production values the craft of production planning is explained through a comprehensive system the production steps are all there enhanced with graphs of the production process production forms photos and a comprehensive list of production resources along with a chapter devoted to the use of computers for the production and post production process the techniques of planning for success are easily applied to both traditional linear program development to interactive multimedia development for all types of programs including communications training marketing corporate news and teleconferencing pre production planning for video film and multimedia also includes

30 planning production and post production forms that can be accessed on an accompanying complimentary disk for both ibm compatibles or mac steve r cartwright is president of cartwright associates a training and communications company and co owner of the motion graphics company a computer graphics and animation firm a leading producer consultant and instructor cartwright is author of training with video and secrets of successful video programs

the book presents comprehensive coverage of computer graphics and multimedia concepts in a simple lucid and systematic way it uses c programming language to implement various algorithms explained in the book the book is divided into two parts the first part focuses on a wide range of exciting topics such as illumination and colour models shading algorithms line curves circle and ellipse drawing algorithms polygon filling 2d and 3d transformations windowing and clipping 3d object representation 3d viewing viewing pipeline and visible surface detection algorithms the second part focuses on multimedia basics multimedia applications multimedia system architecture evolving technologies for multimedia defining objects for multimedia systems multimedia data interface standards multimedia databases compression and decompression data and file format standards multimedia i o technologies digital voice and audio video image and animation full motion video and storage and retrieval technologies it also describes multimedia authoring and user interface hypermedia messaging mobile messaging integrated multimedia message standards integrated document management and distributed multimedia systems case study blender graphics blender fundamentals drawing basic shapes modelling shading and textures

this text investigates courseware delivery where resources are based on the world wide web and are computer managed it follows a structured approach and provides practical support on general principles best practice skills needed and decisions to be made

this book provides an informative and easy to use guide to teachers on how to successfully integrate technology into their current curriculum even if the teachers background in technology is limited bridget weishaar technology instructor the latin school of chicago illinois the how to guide that can take you and your students to the next level of multimedia presentation teachers have been working with multimedia for years slides shows recordings even chalk talks are multimedia but with the advent of personal computers and sophisticated graphics software multimedia has taken on a whole new look and feel and now two experts in education and

multimedia share the step by step secrets on making multimedia work for you your students and your curriculum multimedia projects in the classroom can help teachers understand how the multimedia development process works and how it can be used by teachers as well as by students working on their own projects subjects include integrating curriculum content into multimedia production developing multimedia projects in the classroom evaluating multimedia projects producing professional multimedia learn to understand the process include it in your own work and incorporate student produced multimedia projects into the curriculum all with the help of this exciting and innovative book addresses standards set for classroom multimedia production developed by the international society for technology in education iste national educational technology standards for students net s and national educational technology for teachers net t

summary managing multimedia includes management guidelines for each stage of the multimedia project life cycle from initiation to completion defines the project manager s responsibilities at each stage of the project life cycle these checklists build into an overall job description or role model pinpoints all the recognized problem areas and offers practical solutions based on the authors own extensive experience and provides task related exercises to help you build a customized set of multimedia management guidelines to fit your own project requirements

this volume takes you through the various stages in a project client requirements understanding clients contracts team selection copyright issues multimedia elements interface design testing localization and a section on managing small quick projects

a landmark survey examining the pivotal role of new technologies in recent artistic innovation

guidelines for creating project based multimedia instructional programs

this practical handbook shows readers how to create presentations with this dynamic graphics software covers animation and interactive presentations

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