

Interactive Multimedia Design And Production Process

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Multimedia and Virtual Reality - Alistair Sutcliffe 2003-02-26

This book is primarily a summary of research done over 10 years in multimedia and virtual reality, which fits within a wider interest of exploiting psychological theory to improve the process of designing interactive systems. The subject matter lies firmly within the field of HCI, with some cross-referencing to software engineering. Extending Sutcliffe's views on the design process to more complex interfaces that have evolved in recent years, this book: *introduces the background to multisensory user interfaces and surveys the design issues and previous HCI research in these areas; *explains the basic psychology for design of multisensory user interfaces, including the Interactive Cognitive Subsystems cognitive model; *describes elaborations of Norman's models of action for multimedia and VR, relates these models to the ICS cognitive model, and explains how the models can be applied to predict the design features necessary for successful interaction; *provides a design process from requirements, user and domain analysis, to design of representation in media or virtual worlds and facilities for user interaction therein; *covers usability evaluation for multisensory interfaces by extending existing well-known HCI approaches of heuristic evaluation and observational usability testing; and *presents two special application areas for multisensory interfaces: educational applications and virtual prototyping for design refinement.

Managing Interactive Media Projects - Tim Frick 2008

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. Benefits: * Vivid illustrations highlight important concepts and engage readers, motivating them to brainstorm projects of their own * Up-to-date coverage provides a current view of the industry and the skills needed to be successful, at a time when other books on the topic are dated and irrelevant to today's media designers * Coverage includes a wide array of interactive disciplines, allowing readers to broaden their skill sets

A Playful Production Process - Richard Lemarchand 2021-10-12

How to achieve a happier and healthier game design process by connecting the creative aspects of game design with techniques for effective project management. This book teaches game designers, aspiring game developers, and game design students how to take a digital game project from start to finish—from conceptualizing and designing to building, playtesting, and iterating—while avoiding the uncontrolled overwork known among developers as “crunch.” Written by a legendary game designer, A Playful Production Process outlines a process that connects the creative aspects of game design with proven techniques for effective project management. The book outlines four project phases—ideation, preproduction, full production, and post-production—that give designers and developers the milestones they need to advance from the first glimmerings of an idea to a finished game.

Pharmaceutical Manufacturing Handbook - Shayne Cox Gad 2008-04-04

With its coverage of Food and Drug Administration regulations, international regulations, good manufacturing practices, and process analytical technology, this handbook offers complete coverage of the

regulations and quality control issues that govern pharmaceutical manufacturing. In addition, the book discusses quality assurance and validation, drug stability, and contamination control, all key aspects of pharmaceutical manufacturing that are heavily influenced by regulatory guidelines. The team of expert authors offer you advice based on their own firsthand experience in all phases of pharmaceutical manufacturing.

Intelligent Manufacturing Systems 2003 - Gérard Morel 2003

Presents the findings of experts and practitioners from the major soft-computing themes Provides an overview of the theory and applications of IMS systems The Area of Intelligence in manufacturing has generated a considerable amount of interest occasionally verging on controversy, both in the research community and in the industrial sector. This proceedings looks at the broad manufacturing domain dealing with both technical and organizational issues, intelligent control is only part, albeit important, of optimal integration and control of intelligent techniques. The importance of creating a synergy of efforts aiming at efficient employment of intelligence in global technological development for manufacturing was recognized by the international IMS (intelligent manufacturing Systems) Initiative and is discussed in this proceedings volume.

Interactive Media Design and Development with Adobe CS6 -

Sherry Bishop 2013-06-25

INTERACTIVE MEDIA DESIGN AND DEVELOPMENT WITH ADOBE CS6

is a must-have learning resource for today's generation of digital content creators! Its hands-on approach to interactive media design, development, and process implementation puts you in charge of an actual interactive media project from start to finish, following a one-person workflow to create rich digital content with the latest principles and processes. Chapter readings support your effort with coverage on text, visuals, animation, audio, and video. Expanded learning opportunities throughout the book include How We Did It examples, It's Your Turn exercises, and More to Explore feature sections. If you are familiar with Adobe content creation tools and programs (Photoshop, Dreamweaver, Illustrator, Flash, Audition, and Premiere) and want to master the complete interactive project, INTERACTIVE MEDIA DESIGN AND DEVELOPMENT WITH ADOBE CS6 is the right book for you. The Data Files used to complete the projects found in the book are now available online. For access information please refer to the directions available in the preface of the book. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Information Communication Technologies: Concepts, Methodologies, Tools, and Applications - Van Slyke, Craig 2008-04-30

The rapid development of information communication technologies (ICTs) is having a profound impact across numerous aspects of social, economic, and cultural activity worldwide, and keeping pace with the associated effects, implications, opportunities, and pitfalls has been challenging to researchers in diverse realms ranging from education to competitive intelligence.

Designing Video and Multimedia for Open and Flexible Learning -

Jack Koumi 2006-08-21

This is a comprehensive, practical guide to the most effective use of video and multimedia in open and distance learning. Illustrated throughout, it considers pedagogic design principles for the highest quality learning material, covering: what to teach on video and how to teach it when to choose and how to use other media for teaching a framework of pedagogic design principles for video and multimedia practical development advice for interactive multimedia. With insights into the comprehensive process of designing, developing and managing distance learning materials, this book will appeal to those involved in course development, educational video, audiovision and interactive multimedia design, as well as to students of general video and

multimedia production.

The Developer's Handbook of Interactive Multimedia - Phillips, Robin (Lecturer, Computing Centre, Curtin University of Technology, Australia) 2014-05-12

New technology is being used more and more in education and providers have to be aware of what is on offer and how it can be used. This practical handbook demonstrates how interactive multimedia can be developed for educational application.

Interactive Multimedia - Ioannis Deliyannis 2012-03-07

Interactive multimedia is clearly a field of fundamental research, social, educational and economical importance, as it combines multiple disciplines for the development of multimedia systems that are capable to sense the environment and dynamically process, edit, adjust or generate new content. For this purpose, ideas, theories, methodologies and inventions are combined in order to form novel applications and systems. This book presents novel scientific research, proven methodologies and interdisciplinary case studies that exhibit advances under Interfaces and Interaction, Interactive Multimedia Learning, Teaching and Competence Diagnosis Systems, Interactive TV, Film and Multimedia Production and Video Processing. The chapters selected for this volume offer new perspectives in terms of strategies, tested practices and solutions that, beyond describing the state-of-the-art, may be utilised as a solid basis for the development of new interactive systems and applications.

Developing Multimedia - Marie Oosterbaan 2004

Scriptwriting for Film, Television and New Media - Alan C. Hueth 2019-02-18

What are the foundations of scriptwriting? Why do some scripts gain more prestige than others? How do you write a script and get it noticed? Scriptwriting for Film, Television and New Media answers these questions and more, offering a comprehensive introduction to writing scripts for film, television, the Internet, and interactive multimedia. Author Alan C. Hueth explains not just how to write, but how to think and apply the fundamental principles of screenwriting to multiple platforms and genres. This includes chapters on numerous script formats, including drama and comedy in film and TV, short films, commercials and PSAs, news and sports, interview shows, documentaries, reality shows, and corporate and educational media, including interactive multimedia. This book also addresses legal and ethical issues, how to become a professional scriptwriter, and a section on production language that provides helpful explanations of how camera, locations, visual and audio effects combine on screen to engage and sustain viewer attention, and, consequently, how to improve scriptwriting technique. The book features numerous case studies and detailed examples, including chapter by chapter exercises, plot diagrams, quick-look and learn tables that assist readers to quickly understand genre related script elements, and in-depth script close-ups to examine precisely how writers utilize the principles and elements of drama to create a successful script. It is also supported by a comprehensive companion website with further case studies, assignments, video clips, and examples of films and programs discussed in the book. Scriptwriting for Film, Television, and New Media is ideal for aspiring scriptwriters and anyone wanting to broaden their understanding of how successful scripts are created.

The Human-Computer Interaction Handbook - Andrew Sears 2002-09-01

The Human-Computer Interaction Handbook: Fundamentals, Evolving Technologies, and Emerging Applications is a comprehensive survey of this fast-paced field that is of interest to all HCI practitioners, educators, consultants, and researchers. This includes computer scientists; industrial, electrical, and computer engineers; cognitive scientists; exp

Educational Innovation in Economics and Business VI - Tor A. Johannessen 2013-04-17

Business education and business research has often been criticized by the business community, which claims that much of it is mainly directed at the establishment of teachers and researchers themselves, instead of distributing their knowledge to the business community. It may seem that many universities and other research institutions have turned into mere 'knowledge manufacturers', where the emphasis is more on the output volume than on quality of relevance, with little or no consideration for the end users. As universities and corporations attempt to prepare management to be alert to future changes, improved and even brand new teaching methodologies are required. The main focus of the present volume is on the distribution and selection of new knowledge.

How can business educators deliver new knowledge to students and the business community more rapidly than before? How should we define the core business curriculum when new knowledge becomes old knowledge? **Who's Green 2007** - 2006-11

Progress in Education - R. Nata 2003

Progress in Education, Volume 10

Integrating Information & Communications Technologies Into the Classroom - Tomei, Lawrence A. 2006-10-31

"This book promotes state-of-the-art application of classroom technology for teaching and learning. Teachers, educational researchers, and scholars are offered some twenty chapters filled with practical applications research, practice, and thought-provoking stances on many of the key issues associated with teaching and learning in today's classroom environment"--Provided by publisher.

Pre-Production Planning for Video, Film, and Multimedia - Steve Cartwright 2012-08-21

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 Internet Encyclopedia, Volume 2 (G - O) - Hossein Bidgoli 2004-04-27

The Internet Encyclopedia in a 3-volume reference work on the internet as a business tool, IT platform, and communications and commerce medium.

DVD Production - Mark Ely 2012-10-12

DVD is today's hottest digital storage technology, not simply in the home video market, but also in corporate, advertising, video production, multimedia, and a host of related fields. If you're involved in presentation, entertainment, or communication-for business or for consumers-DVD is a technology you can't afford to ignore. Contains a free trial version of DVDit! authoring software from Sonic Solutions With DVD Production, you get both a comprehensive introduction to DVD and a practical, real-world resource for bringing titles to market. The book begins with an in-depth look at the DVD family of formats (DVD-ROM, DVD-Video, DVD-Audio, etc.), as well as extensions such as Web-connected DVD, giving you an insider's understanding of DVD's capabilities. From there, you learn step-by-step about the DVD production process, from the preparation of source materials to the making of a final master. The book also outlines requirements for DVD tools and production environments, helping you to tailor your facility to meet your expected DVD needs. Whether you are a content publisher, a media professional, or simply a DVD enthusiast, DVD Production covers everything you need to discover DVD's rich potential. Philip De Lancie is a freelance writer covering technology and market developments for production professionals in fields such as video, film, audio, interactive multimedia, and the Internet. He has written extensively on topics including DVD, surround sound, streaming media, and High-Definition video. Since 1985, De Lancie has been published regularly in Mix, where he is the New Technologies editor. He is also a contributing writer for Millimeter, and a frequent contributor to magazines including EMedia, Video Systems, NetMedia, and Digital Video (DV). His work has also been published in NewMedia, Post, Electronic Musician, and WEBTechniques. De Lancie's writing draws on his own professional experience in audio engineering, including 13 years in CD mastering, as well as in multimedia production for the Web and CD-ROM.

Interactive Multimedia - Dragan Cvetković 2019-09-25

Multimedia is the common name for media that combine more than one type of individual medium to create a single unit. Interactive media are the means of communication in which the outputs depend on the inputs made by the user. This book contains 11 chapters that are divided into two sections: Interactive Multimedia and Education and Interactive Multimedia and Medicine. The authors of the chapters deal with different topics within these disciplines, such as the importance of cloud storage, development of play tools for children, use of gaming on multimedia devices designed for the elderly, development of a reading, writing, and spelling program based on Luria's theories, as well as development of mobile applications called BloodHero dedicated to the increase in blood donors, etc.

Introduction to Media Production - Robert B. Musburger, PhD 2012-09-10

Introduction to Media Production, Third Edition, provides students with a practical framework for all aspects of media production by addressing the technological and aesthetic changes that have shaped the industry. Offering both hands-on instruction and theoretical information, it provides a sound basis for the techniques, operations, and philosophies of media production in the new digital environment. The new edition has been updated throughout with detailed information on how digital processes have changed everything from shooting to editing to finishing. It includes content on the Internet, writing for the Internet, Graphics and Animation.

Realigning Research and Practice in Information Systems

Development - Nancy L. Russo 2013-06-29

Given the pervasive nature of information technology and information systems in the modern world, the design and development of IS and IT are critical issues of concern. New research topics continuously emerge in tandem with the latest developments in technology-E-Business, Knowledge Management, Business Process Reengineering, for example. However, when the initial flurry of research abates and the "gloss" of these areas has diminished somewhat, as it inevitably does, the enduring core issue remains as to how to develop systems to fully exploit these new areas. Both information systems and information technology are interpreted fairly broadly in this book. Of particular interest to the editors were research studies that facilitate an understanding of the role and impact of information technology on society, organizations, and individuals, and which strive to improve the design and use of information systems in that context. The contributions to the book are categorized into four broad themes. First is the core issue of developing information systems in the current environment. In this section several fundamental challenges to current assumptions and conventional wisdom in information systems development are posed. The second section considers the management of information systems. Again, the conventional wisdom is challenged. The penultimate section focuses on researching information systems. Here, various issues to do with research methods are surfaced, and the use of leading-edge research methods in information systems development is pioneered and discussed. Finally, a section is devoted to understanding information systems. This section addresses the perennial challenge in the IS field in relation to the conceptual foundations of the field. This volume comprises the proceedings of the Working Conference on Realigning Research and Practice in Information Systems Development: The Social and Organizational Perspective, which was sponsored by the International Federation for Information Processing (IFIP) and held in Boise, Idaho, USA in July 2001. Given the central importance of information systems development in the current age, this eclectic book, which considers the topic from a rich and varied set of perspectives, will be essential reading for researchers and practitioners working in all areas of IS and IT.

New Directions in Intelligent Interactive Multimedia - George A Tsihrintzis 2008-06-18

This book summarizes the works and new research results presented at the First International Symposium on Intelligent Interactive Multimedia Systems and Services (KES-IIMSS 2008), organized by the University of Piraeus and its Department of Informatics in conjunction with KES International (Piraeus, Greece, July 9-11, 2008). The aim of the symposium was to provide an internationally respected forum for scientific research into the technologies and applications of intelligent interactive multimedia systems and services. Besides the Preface, the book contains sixty four (64) chapters. The first four (4) chapters in the book are printed versions of the keynote addresses of the invited speakers of KES-IIMSS 2008. Besides the invited speaker chapters, the book contains fifteen (15) chapters on recent Advances in Multimedia

Data Analysis, eleven (11) chapters on Reasoning Approaches, nine (9) chapters on Infrastructure of Intelligent Interactive Multimedia Systems and Services, fourteen (14) chapters on Multimedia Applications, and eleven (11) chapters on Quality of Interactive Multimedia Services.

Green Technologies and the Mobility Industry - Andrew Brown 2010-11-16

This book features 20 SAE technical papers, originally published in 2009 and 2010, which showcase how the mobility industry is developing greener products and staying responsive - if not ahead of - new standards and legal requirements. These papers were selected by SAE International's 2010 President Dr. Andrew Brown Jr., Executive Director and Chief Technologist for Delphi Corporation. Authored by international experts from both industry and academia, they cover a wide range of cutting-edge subjects including powertrain electrification, alternative fuels, new emissions standards and remediation strategies, nanotechnology, sustainability, in-vehicle networking, and how various countries are also stepping up to the "green challenge". Green Technologies and the Mobility Industry also offers additional useful information: the most recent Delphi Worldwide Emissions Standards booklets, which will be shipped with the print version of this title, or as part of the PDF download, if you purchase the ebook version. Exclusive Multimedia Package Watch Dr. Andrew Brown, Jr. describe the new trends in green mobility. Download a free SAE presentation on green technologies and the mobility industry. Challenging times: an interview with Dr. Andrew Brown, Jr. Buy the Set and Save! This book is the first in the trilogy from SAE on "Safe, Green and Connected" vehicles in the mobility industry edited by Dr. Andrew Brown, Jr. This trilogy can be purchased in a combination of the following sets: Green Technologies and Active Safety in the Mobility Industry Green Technologies and Connectivity in the Mobility Industry Active Safety and Connectivity in the Mobility Industry Buy the Entire 3 Volume Set to Save the Most! Green, Safe & Connected: The Future of Mobility

Careers in Interactive Media - Janet Harvey 2019-07-15

Interactivity has become a key part of what we do for fun and entertainment. We use our phones to walk around the neighborhood and "catch" virtual creatures. We call up our favorite movies and shows from an online menu. "VR" headsets are creating whole virtual reality worlds for us to immerse ourselves in. Interactive media is an ever-growing and expanding field, with job growth outpacing the average. With accessible and practical tips, this volume explores how makerspaces and hackerspaces provide students with hands-on experience in coding and designing for interactive media to be prepared for these dream jobs of the future.

Web-based Instruction - Badrul Huda Khan 1997

A cutting edge collection of 59 essays solicited from Web-based instructors offering a variety of perspectives, notions, and experiences in the practice of virtual teaching. The compendium introduces the evolution and status of distance learning, critical issues in Web-based learning environments such as the similarities and differences between Web-based and traditional classrooms, specific discussions on designing learning activities and electronic textbooks, an evaluation of delivery systems for instruction, and case studies of Web-based courses from kindergarten and beyond to the instruction of literature, astronomy, and foreign languages. Includes illustrations. Annotation copyrighted by Book News, Inc., Portland, OR

Encyclopedia of Multimedia - Borko Furht 2008-11-26

This second edition provides easy access to important concepts, issues and technology trends in the field of multimedia technologies, systems, techniques, and applications. Over 1,100 heavily-illustrated pages — including 80 new entries — present concise overviews of all aspects of software, systems, web tools and hardware that enable video, audio and developing media to be shared and delivered electronically.

E-Learning and Games - Feng Tian 2017-10-11

This book constitutes the refereed proceedings of the 11th International Conference on E-Learning and Games, Edutainment 2017, held in Bournemouth, United Kingdom, in June 2017. The 19 full and 17 short papers presented were carefully reviewed and selected from 47 submissions. They are organized in the following topical sections: Virtual reality and augmented reality in edutainment; gamification for serious game and training; graphics, imaging and applications; E-learning and game.

Manual of Museum Exhibitions - Maria Piacente 2022-01-20

Drawing on years of experience, Maria Piacente details the exhibition process in a straightforward way that can be easily adapted by institutions of any size. She and her contributing authors explore the

exhibition development process in greater detail, providing the technical and practical methodologies museum professionals need today.

Designing and Producing Media-Based Training - Steve Cartwright
2012-07-26

Training and informational programming has always been an important application of video and is one of the most important applications for multimedia. The use of technology in training for industry, government, health care and education has increased dramatically in recent years. Video, text, graphics, animation and sound are combined in various ways to convey concept, attitude and technical skill. Designing and Producing Media-Based Training examines why, how and when you can use technology for training, and describes successful approaches to creating effective technology-based training. It describes the instructional design process, scriptwriting, multimedia authoring, media production and new, technology-based training delivery systems. Among the many topics covered are: training delivery trends; the training design process; defining the audience; reproduction, program design and production design; scripting and storyboarding; uses of light and color; Written by a highly-experienced training consultant, Designing and Producing Media-Based Training will provide training professionals, corporate managers, multimedia designers and producers, and videomakers with tools for designing effective technology-based training programs.

Introduction to Media Production - Gorham Kindem 2012-08-21

Introduction to Media Production began years ago as an alternative text that would cover ALL aspects of media production, not just film or just tv or just radio. Kindem and Musburger needed a book that would show students how every form of media intersects with one another, and about how one needs to know the background history of how film affects video, and how video affects working in a studio, and ultimately, how one needs to know how to put it all together. Introduction to Media Production is the book that shows this intersection among the many forms of media, and how students can use this intersection to begin to develop their own high quality work. Introduction to Media Production is a primary source for students of media. Its readers learn about various forms of media, how to make the best use of them, why one would choose one form of media over another, and finally, about all of the techniques used to create a media project. The digital revolution has exploded all the former techniques used in digital media production, and this book covers the now restructured and formalized digital workflows that make all production processes by necessity, digital. This text will concentrate on offering students and newcomers to the field the means to become aware of the critical importance of understanding the end destination of their production as a part of pre-production, not the last portion of post production. Covering film, tv, video, audio, and graphics, the fourth edition of Introduction to Digital Media promises to be yet another comprehensive guide for both students of media and newcomers to the media industry.

Multimedia and the Interactive Display in Museums, Exhibitions and Libraries - Signe Hoffos 1992

People, Products and Process II - Robert Everett Stanard 1996

Innovation in Design, Communication and Engineering - Teen-Hang Meen 2015-07-23

This volume represents the proceedings of the 2014 3rd International Conference on Innovation, Communication and Engineering (ICICE 2014). This conference was held in Guiyang, Guizhou, P.R. China, October 17-22, 2014. The conference provided a unified communication platform for researchers in a wide range of fields from information technology,

Human Computer Interaction Handbook - Julie A. Jacko 2012-05-04
Winner of a 2013 CHOICE Outstanding Academic Title Award The third edition of a groundbreaking reference, The Human-Computer Interaction Handbook: Fundamentals, Evolving Technologies, and Emerging Applications raises the bar for handbooks in this field. It is the largest, most complete compilation of HCI theories, principles, advances, case st
Introduction to Interactive Digital Media - Julia V. Griffey
2020-02-06

This book offers a clearly written and engaging introduction to the basics of interactive digital media. As our reliance on and daily usage of websites, mobile apps, kiosks, games, VR/AR and devices that respond to our commands has increased, the need for practitioners who understand these technologies is growing. Author Julia Griffey provides a valuable guide to the fundamentals of this field, offering best practices and common pitfalls throughout. The book also notes opportunities within the field of interactive digital media for professionals with different types of skills, and interviews with experienced practitioners offer practical wisdom for readers. Additional features of this book include: An overview of the history, evolution and impact of interactive media; A spotlight on the development process and contributing team members; Analysis of the components of interactive digital media and their design function (graphics, animation, audio, video, typography, color); An introduction to coding languages for interactive media; and A guide to usability in interactive media. Introduction to Interactive Digital Media will help both students and professionals understand the varied creative, technical, and collaborative skills needed in this exciting and emerging field.

From One Medium to Another - Paul A. Soukup 1997

Eighteen experts from a wide variety of academic and professional fields engage key questions in a series of thought-provoking essays that define the emerging field of new media Bible translating, and how the biblical message will be communicated in the culture and media of the 21st century.

Journal of Research on Computing in Education - 1999

Making Media - Jan Roberts-Breslin 2012

Making Media takes the media production process and deconstructs it into its most basic components. Students will learn the basic concepts of media production: frame, sound, light, time, motion, sequencing, etc., and be able to apply them to any medium they choose. They will also become well grounded in the digital work environment and the tools required to produce media in the digital age. The companion Web site provides interactive exercises for each chapter, allowing students to explore the process of media production. The text is heavily illustrated and complete with sidebar discussions of pertinent issues. *Prepares students to move with ease into any number of media disciplines - film, video, photography, audio, multimedia *Includes Companion Website with interactive exercises <http://booksite.focalpress.com/roberts-breslin/>
*Highly illustrated throughout