Children Interactive Learning Project

Introduction

With the advent of broadband internet connections, the regular computer user can now access video and animated content with ease and little time. In particular more interactive projects are now being built with Flash elements or entirely in Flash.

Creating fun and educational interactives for children is made easy with Flash, as it allows you to create an entertaining piece with visuals, animation and audio.

Objectives

- Use Adobe Flash to create a simple interactive learning project for children
- Use Interaction design principles to create a user-friendly interactive project

Overview

Create an interactive learning project. This project can teach children either shapes, colors, numbers, animal names, letters, fruits, vegetables, verbs (bounce, jump, run, walk, etc), or anything else.

Satire is perfectly acceptable. In your project, create at least 4 pages. These pages should be organized with internal navigation links between the pages. Also, it should be clear what the project's purpose is.

Have fun with this assignment! Make a project about something you enjoy . Make something that you would be proud to show your friends.

Examples can be found in the following link:
http://www.woodlands-junior.kent.sch.uk/

Instructions

- Create an interactive learning project that employs the principles learned in the lecture. The size of the file should be (W 1000 X H 600 px)
- The content of your project is up to you, but you must employ a common design theme and color scheme throughout.
- Before you construct your project map out the navigational structure. Then proceed to fill the layout with the needed information and images.
- Keep the pages short so that they load quickly. Simple designs that are easy to read and navigate are best. Stay with a consistent color scheme.
- Minimize the use of different fonts and animations.
- Make the project highly useable, but also creative, unique and fun

Production Steps

1. Mind-map and sketch the design elements or search for suitable images from the internet.
2. Trace and/or scan and edit the design elements in Illustrator, or Photoshop.
3. Draw your interactive flow chart.
4. Assemble or record your sound effects and import into flash as a single wav (pc) or aif (mac) file.
5. Construct the project in Flash.
6. Test the interactive for any faults/bugs.
7. Export the .fla file as an executable (.exe), swf, and webpage (.html)

Requirements

- The project must include the following elements:
    - Splash Page that contains animated visuals
    - Menu/Navigation Bar
    - Logo
    - Visual Content (images, lines, shapes, textures, etc)
    - Textual Content (heading and paragraphs)
    - An animated button
    - A button that closes the file when clicked
    - A button/s that generates sound when clicked
    - At least 4 interactive visual elements that employ different interactive techniques
    - An attractive desktop icon

- A printed report (project documentation) that includes :
    - A short project description
    - Information architecture chart (site map)
    - An explanation of the principles employed
    - An interaction inventory (view the sample Project Summary template, and edit it with the information relevant to your site. Print that out and turn it in on paper).

- A CD containing all the fla., swf, and Illustrator or Photoshop files and the file that contains the report. Please use a unique name for each file.

- A CD and USB memory stick containing all the files must be brought on the day of presentation in order to discuss the steps involved in the design. No one will be allowed to present without the CD or USB.

Technical Specifications

Flash Movie, swf, and .exe file must be in W 1000 x H600 pixels at 72 d.p.i

Evaluation Criteria and Grading Rubric

Concept and Documentation 1. Project topic appropriate, creative and approved 2. Project Summary document complete	5 pts
Design and Functionality 1. At least 4 interaction techniques implemented (2 pts) 2. Project functions correctly (2 pts) 3. Reasonable content on each page (1 pt) 4. Design esthetics (1 pt) 5. Content organization (1 pt) 6. Use of embedded media (photos, video,etc.) (1 pt) 7. Good information design & presentation (1 pt) 8. Good writing style for textual content (1 pt)	10 pts
Technology and Coding 1. Submission packaged correctly 2. Correct use of Actionscript) 3. Good formatting of code (indentation, spacing, etc.) 4. Good structuring of code	5 pts
Beyond Requirements **(Extra Credit)** 1. Adventurous use of Actionscript 2. Extra features implemented	
TOTAL	**20 pts**

Deadline

January 6, 2016