

SPM4332: CD-ROM BASED MULTIMEDIA DEVELOPMENT

MULTIMEDIA COURSEWARE DESIGN FUNDAMENTALS

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- What is MULTIMEDIA COURSEWARE DESIGN?
- What is the purpose of Courseware Design?
 - To inform or to persuade users.
 - This is accomplished by:
 - delivering content
 - presenting the content in a way that benefits the user



- What are the most important to observe when designing a multimedia courseware?
- Why?
- Discuss in a group of 3...



- In truth, almost every multimedia courseware has one flaw or another:
 - It be confusing accessibility
 - Over-ambitious design
 - Poor download/display time



- Therefore, you have to plan a courseware that:
 - Well structured
 - Easy to navigate
 - Quick download/display time
 - simplicity; clear and not too many choices
 - consistency; builds trust with the user
 - engagement; invites the user to participate



- Three parts of multimedia courseware design:
 - Information Design
 - Interaction Design
 - Visual Design



- What is information?
- Why do we need to "design" information?
- How do we do analysis for information design?
- How can we apply these principles to courseware design?

• Discuss in a group of 2 to 4.



Information

Clarifying your communication goals and arranging your ideas into a design that serves those goals.

(Strategy & Organization of Contents)

Interaction

The mechanics of the design and answer the question, "How should it work?".

(Interaction, Navigation & Control)

STORYBOARD

Presentation

Presentation is the style and layout of the elements on the screen. Addresses the question: How should it look? (Visual &

PROTOTYPE

Presentation)

FLOWCHART



- In your opinion, which design document (and design phase) is the MOST important part in web design.
 - Information Design ?
 - Interaction Design ?
 - Visual Design ?

OPENCOURSEWARE

Thank You!

