



Design and Media Team

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<http://www.cs.bham.ac.uk/~jxb/dmt.html>



Lecture 1

- Administrative details
- Aims of module
- Assessment
- Facilities provided
- Module Structure and Timetable
- Continuous Assessment Project
- Team allocation
- Recommended Books



Administrative Details

- 3 lectures per week for first 3 weeks
- 1 meeting with a team tutor per week
 - Compulsory, 20 minutes weekly
- 100% coursework
 - Product, Presentation, and Report
 - To be completed by last week of term
 - Failure normally means repeat
- Undertaken in teams of five



Formal Aims of Module

- To explore non-programming aspects of software construction
- To introduce analysis and design, particularly human computer interaction design
- To introduce the effective use of a range of media in software systems
- To provide experience of project management and working in a team
- To practice effective communication, such as in preparing presentations and reports



Informal Aims of Module

- Transferable Skills for BCS Accreditation
- To produce useful software without large amounts of programming
 - And thus concentrate on other important things!
- To understand the importance of planning and managing time effectively
- To improve communication, writing and presentation skills
- To enjoy working on a substantial project



Assessment

- 100% coursework
- Team project
 - Create a multimedia product
 - Give a presentation of the work
 - Produce a written report
- Assessment criteria
 - Quality of the product, presentation and report
 - Team's assessment of relative contributions
 - Attendance of individuals



Assessment Mark

- Each team is awarded a base mark according to the team's output
- This is varied depending on individual contributions *to the team's work*
 - Team's assessment of contribution
 - Tutorial attendance
- It is not unusual for individuals to fail even though their team did well!



Facilities Provided

- Standard Lab. Machines
- Upgraded Multimedia Windows PCs
 - Firewire, memory and disk
 - DVD writer
- Video Cameras - Sony
- Video Editing Software, Flash, etc.
- Eight Lectures covering Key Ideas
- Weekly Meetings with Team Tutors



Timetable

- Week 1 Lecture 1 - Introduction
- Lecture 2 - Continuous Assessment Specification
- **Team Allocation**
- Week 2 Lecture 3 - Example Projects
- Lecture 4 - New Media Design
- Lecture 5 - New Media Tools
- Week 3 Lecture 6 - Project Management
- Lecture 7 - Working as a Team
- Lecture 8 - Presentation and Report Writing

- All weeks Work on all aspects of the CA project
- Meetings with team tutors



The CA Project

- Anything “Multimedia” goes!
- But remember...
 - The deliverables
 - Multimedia product
 - Class presentation
 - Written report
 - Limited time available
 - Limited money available
 - Limitations of team members



Example from Many Years Ago

- iGage: combined mobile phone and MP3 player
- Promotional presentation to VC
 - What is it?
 - Market analysis
 - Business case
 - Animated mock-ups
- All this many years before the iPhone!



Other recent project ideas

- Advert for School
- Campus Tour
- Clubbing guide
- Computer game
- Fast food outlet
- Chatroom software for disabled
- Zorbing web-site
- Interactive map
- Garden design
- Knitting club
- Cat tracker
- City guide for blind
- Virtual dress shop – VR changing rooms
- Movie promotion web-site
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Things you'll need to consider

- Definition
- Project plan
- Research
- Tool identification
- Specification
- Design
- Implementation
- Evaluation
- Consider many options and choose the best
- Re-use existing resources
- Always reference/acknowledge sources
- Fall back options in case things go bad



.... And remember

- Time is very limited!
- Plan what you can do in the time
 - You are not assessed on quantity!
 - Lateness will not be forgiven!
 - Neither will incompleteness
- Make the most of your team members
 - Split the work evenly...
 - But according to individual skills



Team Allocation

- Teams must consist of five students
- You have till Thursday to choose your own teams (or part teams)
- Team sign-up forms on Thursday
- Lecturer will allocate part-teams and any remaining individuals to teams
- Lecturer's allocations are final, so try to create your own teams first!



Recommended Books

- Design for New Media
 - Lon Barfield, Pearson, 2004
- Team Roles at Work
 - Meredith Belbin, Butterworth, 2003
- Essential Communication Strategies for Scientists
 - Herbert Hirsch, Wiley, 2003
- Digital Multimedia
 - Nigel & Jenny Chapman, Wiley, 2004
- Web Design
 - Nigel & Jenny Chapman, Wiley, 2006
- Digital Media Tools
 - Nigel & Jenny Chapman, Wiley, 2003