Content and Concepts Stacks

The **Content and Concepts** assignment is a multimedia project designed to focus the continued development of your hypermedia planning and programming skills. The stacks you create should teach curricular content and/or concepts in a clear, well-organized manner. Organize into groups of two or three to DECIDE, DESIGN, DEVELOP and EVALUATE (DDDE) the stacks. After DDDE is complete, you and your group will present your stacks in class.

In preparing the instructional stacks, include the following in the stacks:

- A title card
- A statement of intended learning outcomes (*optional - if appropriate*)
- A menu card (*optional - if appropriate*)
- A minimum of ten informational cards
- Branching (*i.e.*, stacks are interactive)
- New Button Actions (NBAs)
- Text fields (Text Objects) <u>and</u> painted text (Background Text or Graphic Text)
- Graphics, scanned, clip art and digital photographs
- Animation
- Appropriate backgrounds
- Sounds (clips <u>and</u> digitized)
- A variety of buttons or graphic objects for navigation and actions
- An assessment or self-assessment card (*or assessment integrated into the stacks*)
- A Ready-Made Card (*I suggest using the Bibliography Template)*
- A reference and resource card (citing sources) (*see above*)

All research, design and layout will be carried out before creating the stacks.
Complete and turn in the following with the completed stacks:

- Project Mind Map
- Project Reference List
- Project Goals Checklist
- Master Card Layout sheet for each stack
- Card Planning sheet for each card (*within reason*)

Also see the Projects handout for additional written requirements.

Although class time will be set aside on a regular basis for DDDE, development of stacks is also expected outside of class.

Feel free to come to me or to one of the *HyperHelpers for help answering questions and solving problems. I will be more than happy to help groups individually, and/or to address problems in the *HyperStudio Online Clinic.

This will be an exciting and creatively challenging way to learn -- and to teach others!

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HyperHelpers - more experienced HyperStudio users

HyperStudio Online Clinic - techniques regularly posted on the Multimedia web site that address planned and/or unexpected problems in DEVELOPMENT of stacks.