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CHAPTER 12: Anatomy of a Multimedia Project

I. Defining a Project

Several steps are required to define a multimedia project. They are:

A. Meeting with _____ to determine the project's budget and deadline.

B. _____ overall purpose and specific objectives.

C. _____ who will use or view the application.

D. Determining how the application will be delivered.

E. Determining both the technical and content requirements.

II. Project Design Phase

After the team has analyzed the application's_____,

_____, and _____, the

project enters the design phase.

III. What is a project plan?

A project plan generally specifies the project's _____,

its personnel and other resource requirements, its _____,

and its _____.

IV. Defining Project Scope

The team sets priorities and collaborates about:

A. The application's _____

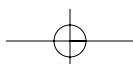**B.** The application's _____

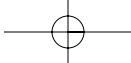**C.** The _____ and _____ it will involve

V. Defining the Project Schedule

With input from the team, the project manager draws up a schedule for

_____

_____.

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VI. Designing the User Interface

The user interface designer creates a navigation map. Navigation schemes

can be _____ , _____ ,

_____ , or _____ .

VII. Developing an Application

Once the project plan has been approved, the team begins creating the
application. This includes:

A. _____

B. _____

C. _____

D. _____

E. _____

VIII. Creating Application Content

This includes:

A. Creating _____

B. _____ , _____ ,
and editing the audio and visual components of the application.

C. Creating _____

IX. Producing the Application

Following the _____ ,
text, sounds, and images are incorporated into pages or screen displays.

X. Testing the Application

The application is tested to ensure _____ .

A. _____ testing involves testing sections as
the producer finishes.

B. When all sections are complete, the _____ is tested.

C. A large application may also be _____tested.