

CMSI 252
MULTIMEDIA APPLICATIONS
Spring 2005

Assignment 0127

Our approach to homework from here on is to have you work on a specific multimedia application idea for the entire semester from here on. You will describe, specify, and gather content for the application first, after which you will implement the application using a variety of technologies. First up, description and specification:

1. Write up a prospectus for the multimedia application that you would like to create this semester. Remember to include the three key elements of a prospectus: (1) the information you will present, (2) how the information will look, and (3) the means by which the user can interact with the information. Keep in mind our definition for a multimedia application: “an organized, directed, and interactive collection of digital assets that provides something of value to its user.” If you need ideas, talk to me.

2. Put together a preliminary specification for the application. Again, keep in mind the purpose of the specification: it is meant to provide a multimedia author with enough information to create your application. In many ways, at this juncture you are functioning more as a multimedia *designer* rather than a multimedia *developer*.

3. (*not for submission — yet*) Start gathering the raw material that you will need for your multimedia application. I won't ask for it right away, but you may as well prepare if you have some extra time.