

CMSI 252
MULTIMEDIA AUTHORIZING
Spring 2006

Assignment 0126

This is the start of your journey to the final project portfolio. 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:

For Submission

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*.

Not for Submission — Yet

It isn't too early to start gathering the raw material — the digital assets — that you will need for your multimedia application. I won't ask for them right away, but you may as well prepare if you have some extra time. Your prospectus and specification should serve as your guides — if they are prepared properly, they should give you a decent picture of what assets are to be gathered.