# Documentation & Essay

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For the course Multimedia Authoring (MA) at the VU we have created some interactive (media) applications. We were meant to make a logo, media viewer, annotation editor and a final application. This final application was meant to be some sort of game, either for entertainment of educational purpose. We created a game which is somewhere between these two.

## Logo
Using an established html5/jquery plugin called ParticleSlider we made an interesting logo. It's interactive with the user's cursor and makes for some entertaining views of our logo. The original logo was made in Photoshop as an static PNG file. We used a converter to get the so-called 'base 64 data URI' of our logo which is used within this plugin to interact with its pixels.

## Media viewer
In our media viewer 3 informative videos are being player after each other. In the video selector on the right it is possible to start a different video. After a video is completed the next one will automatically start.

## Annotation editor
For the annotation editor a canvas is used. An event listener is added to this canvas, so that it's possible to react when the mouse moves over the canvas. Now a function is created for when the mouse moves over the canvas, causing that it's possible to draw on the canvas. As an addition, two inputs are created above the canvas so that it's possible too choose some kind of text you want to draw with and also the color of this text.

## Final application
For our final application we created a game in which the concept of the stroop-effect is utilized. The stroop-effect is a psychological phenomenon in which is found that naming the color of a word is easier when this word is also the name of this certain color. When the color and the name of the color are different, for example '**BLUE**', it is perceived harder to name the color of the word.

The game is created in the HTML5 canvas. In the canvas words like in the example above will appear. The right color will have to be clicked, in a certain amount of time. This makes the game challenging, a score as high as possible must be achieved. Also, after a certain amount of good answers the time that is permitted to select an answer will decrease. The game continues infinitely since the words, the colors of the words and also the answers are rendered randomly. Additionally, a hard mode is added, consisting of some exceptional colors and even less time to answer.

## Evaluation

From the course we learned several things, especially some extra knowledge in using and combining HTML and Javascript. It was interesting to keep up a portfolio and create some kind of website containing all of our interactive applications. Since we were kind of free to create these applications we took our time to finish our final application and used all of our creativity to create the now existing game. The thing we liked about the course was the freedom and flexibility that was offered to create our own content, the portfolio (website), and the applications where we learned a lot about HTML, Javascript and CSS. This encouraged us to continue in programming and also in webdesign since we figured out that we are interested in these subjects.