Final Essay Project Interactive Multimedia

Thomas Sterrenburg

tsg280

Introduction

This essay is written to finalize the Project Interactive Multimedia. The technologies used, concept and interactive application are explained. More detailed information, as well as the interactive application itself, can be viewed on the website of this project (see below).

This essay, as well as the complete Ximpel application, can be downloaded from the website as well.

To view the website of this project, please visit http://www.few.vu.nl/~tsg280/im/.

Technology

The assets of this project were built using several different technologies. Some, but not all, tools are mentioned here.

The website was made from scratch using HTML, CSS and Javascript. Development took place on a local testing environment, and version management was done using Git. The domain, hosted by VU University, was updated using Git via remote shell access.

The viral video was partially original filmed material, and partially made by assets found online via Youtube. Video editing was done using Adobe Premiere Pro. The final video was uploaded using Youtube.

The interactive application was created using the Ximpel framework. Some adjustments were made to the source code, to provide for a theatrical view when watching the application in a web browser.

Concept

The concept of this project is noise. Noise is everywhere. The aim of this project is to make the viewer aware of this noise. A wide variety of defnitions of noise exist, and people should be aware of this. Moreover, people should be aware of the noise they encounter theirselves. Some people might not even recognise some scenarios as noise, while others would. This implies that noise is a rather vague observation that can be highly subjective.

Style

The website, viral video and interactive application all elaborate on the concept of noise by presenting loud sounds. The website attempts to provide noise in another way as well, namely by placing randomly rotated elements on the web page. The main focus is on sound.

Both the viral video and the interactive application focus on the concept of noise as loud sound, which is made tangible by providing a variety of metal music. Metal music is a great example of a scenario that some would define as noise, while others would not.

Interactive application

The application made with Ximpel serves multiple purposes.

First, it mostly provides different types of ‘noise’, in this case genres of metal music. The user is presented a fitting outcome, based on decision made.

Second, it interacts with users. Different choices are presented to the user, which should lead to a more active approach from users.

Lastly, it provides a great platform to interactively learn different facets of multimedia, like video editing, programming, and user interface design.

Final notes

At the time of writing, this project has unfortunately not been reviewed by peers yet. I reviewed three projects of which I could find all the assets required to provide a review. If this does not suffice, please contact me.