

# multimedia authoring 2008

Each year is different, and it always takes an effort to keep the course fresh. Similar as in previous years, we will stick to VRML, or if you wish X3D, simply because it provides the best approach to learning modeling and scripting in 3D in an integrated fashion. Possible alternatives like Papervision3D are simply not up to the job, and (for that matter) not robust enough to be used in class.

Nevertheless, with the project interactive multimedia<sup>1</sup> in our mind, final assignments using the flex/as3 platform, and possibly XIMPEL<sup>2</sup>, are allowed, and to some extent even encouraged. For that reason, the second session will consist of presentation from the Clima Futura Labs, with a demonstration of technology.

## schedule – provisional

1. 3/9/08 – introduction
2. 10/9/08 – ximpel / clima futura labs – demonstrations
3. 17/9/08 – lecture
4. 24/9/08 – student presentations – concept final project(s)
5. 1/10/08 – Marek van de Watering & Hugo Huurdeman – storytelling / the invisible interface
6. 8/10/08 – lecture – graphics / shader(s) / filter(s)
7. 15/10/08 – student demonstrations – final project(s)

## challenge(s)

It is always good to keep in mind what are your challenge(s). Some call these *learning goals*, but, personally, I find that to shallow. More important, apart from learning the skills by making the product demo, are what creative aspirations you hope to realize in your final assignment, for which you have the choice between an *infotainment* application, an interactive *game*, or an interactive *narrative*, in other words a license to all most complete artistic freedom. Important issues, irrespective of technology or type of production, are immersiveness and composition. Needless to say that you also must learn issues of technology, production and workflow.

## criteria for game(s) – meaning

At some point, you may want to look at your application from the perspective of evaluation, that is to see how it qualifies as *entertainment*

- **challenge** – relevance, feedback, confidence
- **curiosity** – cognitive & sensitive – discrepancy
- **control** – contingency, choice, power
- **context** – intrinsic or extrinsic – metaphor(s)

Keep in mind, why would someone like to use your application, and look at the environment and images you present. Ultimately, you may even want to ask yourself the question, *what is the meaning of this all?*

A. Eliens 24/8/08

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<sup>1</sup> [www.cs.vu.nl/~eliens/im](http://www.cs.vu.nl/~eliens/im)

<sup>2</sup> [ximpel.org](http://ximpel.org)