

Digital Content Development Course

This document outlines the activities that will be undertaken and the learning outcomes for each week of the 10 week Digital Content Development Course. This schedule is to act as a guide for the flow of the course, but depending on the pace and progress the schedule may change slightly. At the beginning of each session you will also receive a handout of that days activities and a more in-depth description of the external work that needs to be completed for the next session.

Course Schedule

Week 1 (01/10)

Introduction to project and project schedule
Talk introducing 'Working with locative media'

Activity

Mapping and recording New Cross inspired by 'Emotion map'

Learning

Simple audio, camera still and video camera recording techniques
Introduction to digital locative technologies
Introduction to software applications and open source API's

External Work

Download and follow a audio or multimedia tour (see examples)
Complete recording information for your emotion map

Week 2 (08/10)

Introduction to relevant digital media production that is to be used on the course including GoogleMaps API

Activity

Downloading and editing still image, video and audio files
Getting membership of Google developers for google maps
Importing and placing your media files in Google maps

Learning

Extended still and video camera recording techniques
Applications used including Audacity, Final Cut Pro and Premiere
Basics of Google maps API
FTP file uploading

External Work

Upload your media files and written narrative to the shared google map

Week 3(15/10)

Group session looking at each others emotion maps

Introduction to multi-media authoring with Flash

Activity

30 Second animation with sound and text inspired by one location on your emotion map

Learning

Compositing video and drawing in Flash
Creating assets for the web
Using text in Flash
Nesting animation
Designing interaction and flow

External Work

Gather more assets for your animation and carry on with it

Week 4(22/10)

Complete animations and upload them to the web
Handing out of main project brief

Activity

Carry on with animations
Intro to flash and Google maps integration

Learning

Basic interaction techniques
Using API's with Flash
Integrating flash for the web and other media

External Work

Find location and theme for final project piece
Make a two minute presentation about piece with visuals

Week 5(29/10)

Presentations of main project proposal
Storyboarding main project

Activity

Two minute presentations
Storyboarding and researching
More google maps

Learning

Presentation skills and feedback
Storyboarding and flow diagram techniques
Integrating Flash with Google maps

External Work

Complete story boarding
Start creating media assets
100 word written description of technology needed

READING WEEK

Week 6(12/11)

Individual tutorials on projects
Thinking about interfaces

Activity

Interface design an overview

Learning

Designing interfaces an overview
A look at Illustrator and Photoshop
Making an interface reactive and usable
Considering fonts
Usability and Accessibility

External Work

Design and build project user interface and graphic assets
Carry on researching and gathering digital assets

Week 7(19/11)

Usability testing; ripping apart others design
Producing with audio

Activity

Testing others user interfaces and leaving feedback on usability
Intro to audio recording out in location
Searching and conforming audio assets from the web

Learning

Extended interface design including Gestalt theory
Recording, editing and treating audio
Introduction to audio hardware

External Work

Record and bring together all assets for audio trail
Draw out on a map the route of your trail

Week 8(26/11)

Using opensource tools to edit audio
Learn more about API's

Activity

Editing and treating your sound with open source tools
Adding user participation with the flickr API
Intro to other API's

Learning

How to work with audacity audio
Twitter API
Uploading images from flash to flickr
Extended flash

External Work

Continue to build final project trail website
Complete 1st edition of audio trail
Get somebody to test and review your audio trail

Week 9(3/12)

Reviews of audio trails shared
Carrying on building assets

Activity

Adding content and building interactivity to website
Taking on review of piece and considering changes to audio
Thinking about some how users navigate your trail

Learning

Extended flash
XML and RSS data feeds
Embedding with HTML
Intro to design for mobile devices (flash Lite)

External Work

Edit 2nd edition of audio trail
Design some form of participation for the user
Complete final project

Week 10(10/12)

Group seminar and review on outcomes of project

Activity

Sharing website and listening to each audio trail
Giving group feedback

Learning

What everybody did
Overview of technical skills developed

External Work

...