

MULTIMEDIA DESIGN LESSON PLAN

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LESSON PLAN

Subject: Multimedia Use and Implementation

Charles Shewell

Date: Day 1 of 5

Topic: Text / Typography

Description:

Students will learn the aspects of typography and its importance in digital media through guided learning and informational videos. Finally students will use their newly gained knowledge through the design of a bio presentation.

Materials Needed:

- Chromebooks
- Internet Access
- Google or Microsoft Applications

Essential Question:

What is the importance of typography in digital media?

Learning Objectives:

(1) Creativity and innovation. The student employs a creative design process to create original projects as they relate to purposes and audiences. The student is expected to:
(B) apply design elements and typography standards

Resources:

- https://youtu.be/CY_0J27nM0M
- <https://youtu.be/sByzHoiYFX0>
- <https://careerfoundry.com/en/blog/ui-design/beginners-guide-to-typography/>

Lesson Focus and Goals: Understanding of

- Fonts & Typefaces
- Contrast & White Space
- Consistency & Alignment
- Hierarchy
- Color

Instruction:

(10 Mins) Watch Videos on Typography

(10 Mins) Lecture

(15 Mins) Class discussion on the importance of typography

(15 Mins) Introduction to project and begin class activity

Assignment / Activity:

1. Choose 2 font styles or typeface you plan to use in your bio presentation.
2. Choose 2-3 contrasting colors for a scheme.
3. Place them in your presentation as a placeholder.

Assessment / Project:

Create a short bio presentation in Google Slides or PowerPoint introducing yourself to your peers using the topics covered.

LESSON PLAN

Subject: Multimedia Use and Implementation

Charles Shewell

Date: Day 2 of 5

Topic: Graphics

Description:

Students will learn the importance of graphics in digital media design through guided learning, informational videos, and class discussion. Students will also use their knowledge of graphics in digital media by including graphics into their project.

Materials Needed:

- Chromebooks
- Internet Access
- Google or Microsoft Applications
- www.canva.com

Essential Question:

What role do graphics play in multimedia design?

Learning Objectives:

(1) Creativity and innovation. The student employs a creative design process to create original projects as they relate to purposes and audiences. The student is expected to:
(A) create designs for defined projects such as graphics, logos, and page layouts

Resources:

- <https://www.akashtimes.com/2021/04/importance-of-graphics-in-multimedia.html>
- <https://youtu.be/YqQx75OPRa0>
- https://youtu.be/_2LLXnUdUlc
- https://youtu.be/p2thSkOa_Xg

Lesson Focus and Goals: Understanding of

- Graphics
- Impact & value of graphics in relationship to fonts and other forms of multimedia

Instruction:

(5 Mins) Review Typography
(10 Mins) Instructional Video on Graphics in Digital Media
(10 Mins) Lecture & Class Discussion
(5 Mins) Introduce Class Activity
(15 Mins) Work on Class Activity / Project

Assignment / Activity:

1. Log into Canva & design a couple graphics to use in your project.
2. Export them as a PNG and place them in your project for a placeholder.

Assessment / Project:

Create a short bio presentation in Google Slides or PowerPoint introducing yourself to your peers using the topics covered.

Resources:

- www.freepik.com
- www.canva.com

LESSON PLAN

Subject: Multimedia Use and Implementation

Charles Shewell

Date: Day 3 of 5

Topic: Audio

Description:

Students will learn the aspects of audio and its importance in digital media through guided learning and informational videos. Finally students will use their newly gained knowledge through the design of a bio presentation.

Materials Needed:

- Chromebooks
- Internet Access
- Google or Microsoft Applications
- Cell Phone or Recording Device (class set)

Essential Question:

- What is the importance of audio in digital media?
- How does voice overs and background music impact media?

Learning Objectives:

- (C) use hardware, software, and information appropriate to a project and its audience to:**
- (i) acquire readily available digital information, including text, audio, video, and graphics, citing the sources;**
 - (ii) create digital content through the use of various devices such as video camera, digital camera, scanner, microphone, interactive whiteboard, video capture, and musical instrument;**

Resources:

- <https://pixabay.com/music/>
- <https://storyboardmedia.co/insights/why-audio-is-so-important-to-your-video/>
- <https://edtechbooks.org/webdesign/multimediadesign>

Lesson Focus and Goals: Understanding of

- Audio Types: Analog v. Digital
- Recording Audio
- Quality Audio
- Sound Effects

Instruction:

- (15 Mins)** Listen to a podcast about multimedia design for audio
- (15 Mins)** Lecture and class discussion about audio
- (15 Mins)** Introduction to Activity & work on Project

Assignment / Activity:

1. Write a 2-3 sentence introduction of yourself to record.
2. Download background music for project.
3. Find possible sound effects for your project.
4. Record your introduction and upload in to your project.

Assessment / Project:

Create a short bio presentation in Google Slides or PowerPoint introducing yourself to your peers using the topics covered.

Resources:

- www.bandlab.com

LESSON PLAN

Subject: Multimedia Use and Implementation

Charles Shewell

Date: Day 4 of 5

Topic: Video & Images

Description:

Students will learn how video impacts multimedia content, as well as gain an understanding of its benefits to learning through guided learning and informational videos. Finally students will use their newly gained knowledge through the design of a bio presentation.

Materials Needed:

- Chromebooks
- Internet Access
- Google or Microsoft Applications
- YouTube
- Cell Phones

Essential Question:

How does video impact multimedia content and benefit the viewer?

Learning Objectives:

(1) Creativity and innovation. The student employs a creative design process to create original projects as they relate to purposes and audiences. The student is expected to:
(C) use visual composition principles.

Lesson Focus and Goals: Understanding of

- Impact of Visual Content
- Benefits of video use in multimedia

Instruction:

(15 Mins) Instructional Videos

(15 Mins) Lecture and class discussion about video in multimedia content

(15 Mins) Introduction to Activity & work on Project

Assignment / Activity:

1. Find or create a short video (1-3 minutes) and 2 images that discuss or describes something impactful in your life.
2. Upload it to your Project Presentation.

Assessment / Project:

Create a short bio presentation in Google Slides or PowerPoint introducing yourself to your peers using the topics covered.

Resources:

- <https://study.com/academy/lesson/how-visual-multimedia-elements-contribute-to-a-text-lesson-for-kids.html>
- <https://youtu.be/T2GgSTVSzS0>
- <https://idearocketanimation.com/17385-reasons-video-effective-text/#:~:text=Videos%20Engage%20Viewers&text=Because%20they%20can%20combine%20movement,of%20ti mes%20faster%2C%20in%20fact.>

LESSON PLAN

Subject: Multimedia Use and Implementation

Charles Shewell

Date: Day 5 of 5

Topic: Animations

Description:

Students will learn the aspects of animation in multimedia and the impact it has on the viewer by understanding its influence on the relative content through guided learning and informational videos. Finally students will use their newly gained knowledge through the design of a bio presentation.

Materials Needed:

- Chromebooks
- Internet Access
- Google or Microsoft Applications

Essential Question:

What role does animation play in multimedia content and what are the benefits to using it?

Learning Objectives:

(H) deploy digital media into print, web, and video products to:

- (i) produce digital files in various formats such as portable document format (PDF), portable network graphics (PNG), and HyperText Markup Language (HTML);**
- (ii) publish integrated digital content such as video, audio, text, graphics, and motion graphics following appropriate digital etiquette standards;**
- (iii) publish and share projects using online methods such as social media and collaborative sites**

Resources:

- <https://youtu.be/DoyE48W3RUY>
- <https://youtu.be/iiNPFm29Fn0>
- <https://explain.ninja/blog/why-animation-is-important-in-multimedia/>

Lesson Focus and Goals: Understanding of

- Simple Animations
- Impact of Animation in Content

Instruction:

(25 Mins) Watch Videos on animating in Slides and Word

(15 Mins) Class discussion on the importance and impact of animation in multimedia content.

(15 Mins) Animation Practice

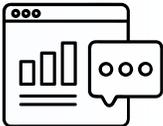
Assignment / Activity:

1. Animate some of the material in your presentation projects.
2. Incorporate 2 animations.

Assessment / Project:

Create a short bio presentation in Google Slides or PowerPoint introducing yourself to your peers using the topics covered.

PACING GUIDE

DAY 1	Introduce the topic: Multimedia Discuss Text Cover Resources Discuss Project Introduce Assignment	TEXT 	Total Time: 47 mins
DAY 2	Review Text Discuss Graphics Cover Resources Introduce Assignment Discuss Project	GRAPHICS 	Total Time: 47 mins
DAY 3	Review Graphics Discuss Audio Cover Resources Introduce Assignment Discuss Project	AUDIO 	Total Time: 47 mins
DAY 4	Review Audio Discuss Video Cover Resources Introduce Assignment Discuss Project	VIDEO 	Total Time: 47 mins
DAY 5	Review Video Discuss Animations Cover Resources Introduce Assignment Discuss Project	ANIMATIONS 	Total Time: 47 mins

REASONING

Through the use of multimedia tools in learning, students are presented with information in a variety of ways that enrich the learning process by enabling different forms of interaction with the material being presented. Learning supported by multimedia tools such as audio and video are more accessible than ever before and can be used for the enhancement of learning by presenting information in a variety of ways that bring people, ideas, concepts, and life experiences to the students on an individual level for a higher-level engagement. The understanding of multimedia concepts is important for creating a universal design for learning.