

## MULTIMEDIA APPLICATIONS

These projects may be linear or nonlinear in layout and may be interactive or directed by the student presenter(s). Multimedia is defined as a presentation combining sound and/or motion with text. Sound may include voice, music, or natural or man-made sounds and effects that are part of software, found on the Internet, or created and imported by the student. Videos may be created from video cameras or prerecorded tapes, imported from other sources, or taken from still images and manipulated into moving sequences by other programs. Graphics may be images from commercial software, photographs, created by the student with software or scanned in and may include line drawing, photos, paintings, etc. Digital animation also belongs in this category.

Multimedia projects are computer-based reports or creative presentations. Some examples of suitable software are Astound, Kid Pix, KidWorks Deluxe, Storybook Weaver, HyperStudio, Power Point, Word Perfect Presentation, Claris Works, etc. Again, a notebook of information will be presented to the judges.

The exception to the “multi”-media element is music. Projects that deal solely with sound or music and in which the final product may be produced on an audio tape or compact disc should be entered under multimedia. Music projects are those in which sound or music is recorded, mixed, synthesized, and reproduced for a final aural output; although producing the tape is not a current requirement. The project may use single or multiple devices. Projects may also be combined with other features such as lights, laser light, or digital on-screen effects.