

# Essay Project Interactive Multimedia

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Group 12 IMM 2017

## Introduction

The final course of the first year of IMM was Interactive Multimedia. In this short essay, a self-assessment will be performed and each section of the final project will be broken down into its own category.

## Concept

After the mind dazzling first lecture of the course, coming up with a concept proved to be rather difficult. But this didn't last long as next day me and my partner were able to quickly come up with a concept that we thought would satisfy the concept of being a "career" related game.

We both came up with the fact that during the pursuit of a career, there are many external factors that can influence the choices you make when going through certain phases of your life. From being a small child telling a teacher what he/she wants to become when they grow up, to being an adult that has a job but might not be satisfied with that job, external factors will have an influence on these decisions. These external factors can be family, financial situation, personal situation, and many other things.

## Storygraph

Creating a storygraph was not a difficult task for us since our concept had a clear main storyline. We needed a storygraph that was divided into 4 phases: Elementary school, high school, university, job environment. In each phase the player would be confronted with one decision that had to be made to determine the career path that the player would pursue. It needed to be clear in the storygraph that there was no winning or losing, we wanted the player to be informed with the various possible outcomes of their choices. During the presentation of our storygraph this was well received and this proved for us that we had made the right decision.

## Moodboard Workshop

During a guest lecture, we were informed about the creation of moodboards and that it can be useful to be able to quickly visualize a concept from scratch. Thus, after the workshop the students were challenged to come up with a moodboard about the following theme: "What could be the worst dilemma in your career". We could team up with another group and we decided to work together with group 19. We created a moodboard that portrayed a person having a writer's block and had to choose between his/her family or career. While brainstorming we decided to split the moodboard into two sides, where each side represented either the family or career. Personally, I found the workshop quite interesting as being challenged to come up with something creative can provide you with new ideas and thoughts.

## Application

After the guest lecture and explanation of the Ximpel framework, we quickly decided to start experimenting with the capabilities of the Ximpel framework. To get familiar with the framework, we experimented with the “test” files and looked at the code from the classic examples that could be found on the Ximpel website. Thanks to our clear and easy to follow storygraph, we could literally follow the storygraph and keep track of the progress we made on our application by checking of the completed scenes from the storygraph. Together we searched for online visuals and material to support our application and managed to find some useful and informative videos. We decided that these informative videos should be able to provide the user with a line of thought as to why he/she made this decision and what the possible outcomes or consequences of the decisions was. Working with the Ximpel framework proved to be incredibly easy and it was just a matter of creating templates for each scene, because they could easily be duplicated and slightly adjusted for new scenes in the application. Creating clickable overlays, choosing the starting time of certain YouTube embeds, and even the inclusion of gifs was not a difficult process for us. A demo of our application was well received during another presentation and we managed to get some useful feedback to further improve our application.

## Viral Clip

Upon completion of our application, we decided to create a short but informative trailer for our application. The trailer was made with iMovie and together we decided what needed to be in it and what the trailer needed to look like. YouTube videos were mostly the source of the material in our trailer and the same videos appear in our application, giving the user a hint of what they can expect in our game. Personally, I wanted to include the same videos in the trailer because this also gives the user a moment of recognition when they play our application.

## Portfolio

Getting a portfolio however proved to be rather difficult for our project. After we discovered that the old method of signing up for the web space was no longer working, we decided to contact the IT support of the Vu. They could quickly help us out and within 24 hours I was able to connect to our own web space domain name. During the weekends, I searched for a HTML5 template that we could use to develop our portfolio on. After having found a suitable one, we decided to develop the website locally first before uploading it to the server. The integration of the Ximpel framework into the actual portfolio was a bit difficult. However, after asking other students for advice we quickly managed to find a solution to our problem. Our portfolio provides the user with a clean and friendly overview of our project and downloads are located at the bottom of our site.

## Conclusion

The course Interactive Multimedia was a rather interesting course. After the first lecture of the course I had the feeling that I was lost. Coming up with an idea for the project seemed impossible as I was unable to understand the concept of this course. However, things quickly cleared up after the second lecture as the main theme of the project was announced. During the other weeks, I could gain new insights into how we perceive media

and how it can influence us and the choices we make. This course contained a creative challenge, and with that challenge came other small sub-challenges as I like to call it. From gathering informative video material to learning how the Ximpel framework works. And from preparing the storygraph to exploring the incredibly curious website of the course. I can conclude that this course is a great closing course of the first year of IMM.