

## Technology Media Fair 2009

### Multimedia

#### Definition:

Using technology to integrate multiple types of media, simultaneously, to present or interact with content. This can include sound, graphics, video, text, animation, user interactivity, or any other form of information representation.

#### Contest Categories:

1. User Interactive – Branching (information presented in a dynamic Format)  
*Examples are interactive tutorial, video game, menu driven, 3D modeling, and virtual reality.*
2. Presentation – Linear (information presented in a linear format)  
*Examples are slide show presentations and linear tutorials*

#### Judging Criteria:

##### Design/Layout 30%

- Easy to read.
- Logical sequence of information.
- Successful navigation.
- Effective use of text elements.
- Effective use of white space.

##### Content 40%

- Evidence of educational value.
- Information is clear, appropriate, and correct.
- Includes at least three elements: audio, animation, graphics, video, text.
- Mechanics (spelling, grammar, etc., fit applicable standards).
- Subject knowledge is evident in the product.

##### Originality 10%

- Creative/artistic use of elements.
- Evidence of new thought.

##### Creativity 10%

- Good use of color.
- Consistent formats and design.

##### Explanation 10%

- Proper grammar and spelling.
- Includes reason for project.
- Includes explanation of technical details.
- All works properly credited.
- All sources properly cited.

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