

THE UNIVERSITY OF HONG KONG  
FACULTY OF EDUCATION  
MASTER OF SCIENCE IN LIBRARY AND INFORMATION MANAGEMENT

MLIM 6323

Interactive representations of  
Information and knowledge

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From this course, it gave an expression of the usage of advanced multiple media was not limited to one field. Multimedia was one of the powerful forms of searching for information, communicating ideas and experiencing new concepts and ideas. Interactivity was the main element in describing multimedia. Just pressed a button or touched a screen, we could interact with others.

From the first lesson, it introduced the term of visual displays. Good visual display consisted of one slide. It included the main information and captured the attention of the viewers. With a few sentences or phrases, it helped to deliver the message or idea more clearly. While we started to design the visual displays, we needed to consider a few points. The color, age, culture, educational background and other things should be put in mind while we started our designs. A picture is worth a thousand words. Tuf's saying "visual can communicate complex ideas with clarity, precision, efficiency and convey the most knowledge in the shortest time in the small space. A good visual display helped us to memorize the information. Our classmate, Ms. Lee mentioned that the cognitive and interpretative abilities of the designers were important. Otherwise, we might misunderstand the key points. Mr. Churchill mentioned that having some animation on the visual displays would provide additional modality that could enhance communication of information.

In the fourth lesson, we learned how to imply the ideas in one slide. Design should take stages like (a) sketching a storyboard or a paper (b) design a non-functional prototype using some easy software like power point (c) designing a functional prototype using tool such as Flash (d) final product.

Flash MX is the world's leading web animation system. It can produce infinite variety of active and interactive graphic, text, sound and video functions. We need to learn how to manage the screen display and the tools. Our group, Candy and I had got a hard time in learning Flash. First, we tried to learn it from the books. We discussed the functions with the other classmates. The "stage" is a rectangular area at the center of each movie window. We place our drawings and other objects in this area. The "Timeline" is a tool that we control how our graphics are animated over time. The function of the "layer" is very useful if we want to animate several objects, each at a different speed, each in a different way and at a different time, then each must be set in its own layer. Candy and I had spent a lot of time in handling these layers.

We start a new document from a template. Design, create the content, animate the images and publish the movie are the four steps in making a movie. By positioning items accurately, we may use the rulers, the guides and the grid's function. Colours can be set with the Colour Mixer panel. Animation is processed and controlled by the Timeline. The Timeline effects are a set of ready-made static and animated effects. That can be adjusted as required.

Movie clips and buttons are the important functions. Movie clips allow us to create movement within movement. There is a set of ready-made buttons. We make our own buttons with different shapes for different states. For our project, we use buttons to control video playback. Hyperlinks are attached to buttons. Sounds can be built into buttons. Videos and sound files in Flash can be played and inputted in a movie.

As a conclusion, this course brought me another viewpoint about visual display. A picture is worth a thousand words. Apart from printed materials with words, the objects that will move with sound effect really attract the viewers. That was the reason why we still watch T.V. programs and movies. We also want to save the important events or memories in some software programs. The computer contains the main software program and other hardware for outputting digital audio and video. It brings many good points to our daily life.

### **Appendix:**

My partner, Candy Yiu and I (Lidia Ho) have paid much effort and time to do our final assignment. Our contribution and sharing of technical skills and ideas are worth and will be a great benefit to our secondary schools and students.

1. We use “Report by Flash” to show the following information:
  - Title, Subject, Target, Aim, Objective, Why do we choose this topic, How to Use.
  
2. Supplementary resources of Final Assignment:
  - (a) Introduction of Cambodia Tour by Digital PhotoStory: Our secondary school teachers, students and parents will be invited to joint a 5-day tour from Hong Kong to Cambodia in 2007 Christmas.  
<http://iln.cite.hku.hk/com/1374/users/klyiu2/CambodiaTour3.wmv>
  
  - (b) More information about the Children in Cambodia by Digital PhotoStory:  
[http://iln.cite.hku.hk/com/1374/users/klyiu2/ChildrenInCambodia\\_2.wmv](http://iln.cite.hku.hk/com/1374/users/klyiu2/ChildrenInCambodia_2.wmv)
  
  - (c) Interactive Map of Cambodia:  
<http://iln.cite.hku.hk/com/1374/users/klyiu2/Cambodia.swf>  
<http://iln.cite.hku.hk/com/1374/users/klyiu2/Cambodia.html>

### **Reference:**

- 1) Teach yourself Flash MX by Mac Bride, Hodder Education 2005
- 2) How multimedia work by Erik Holsinger, Ziff-Davis Press 1994