

Multimedia Presentation

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OSU EXTENSION

4-H YOUTH DEVELOPMENT

4-H Design and Construction

General Skills to be mastered in project/product in ADC, IDC and HTDC:

- **Structural Design:**
Construction technique, size, form, color and texture suited to the materials and product end use.
- **Elements of Design:** The finished product illustrates the member is mastering the basic elements of design - lines, shapes or forms, textures, colors, and space.
- **Principles of Design:** The finished product illustrates an understanding and application of the principles of harmony, proportion, balance, rhythm and emphasis adding dimension, interest and/or appeal to the finished product.
- **Decorative Design:** Any lines, shapes, colors, textures, or materials applied to structural design that creates an emotional or personal quality, individuality and creative expression without disturbing initial/end purpose.

Projects being exhibited for competition are being evaluated on the 4-H members "mastery" of skill(s) and subject matter. The 4-H Fashion and Fabrics Member's & Leader's Guides provide basic information members are to learn (master) and demonstrate in their project work. Members are encouraged to seek out other valid resources which teach proper technique and knowledge in the areas of design and construction.

In 4-H members "learn by doing." We want you to develop the life skill of "Learning to Learn." Part of your project work will be looking up terms and techniques when selecting a 4-H project, as well as seeking out reliable and valid resources which teach proper technique and knowledge in the areas of design and construction. This guide is a starting point. It will outline the basics and then allow for your personal creativity and innovation.

A Multimedia presentation can be defined as media that combines different content forms such as text, audio, still images, animation and video to get a multi-faceted finished product. Multimedia content is recorded and played back on electronic media devices – flash drive or CD. Examples of Multimedia presentations: Movie, PowerPoint, Prezi, etc.

- For exhibit purposes the **movie must be published as WMV** (Windows Media) or **MP4** (Multimedia Format).
- The presentation must be saved on a flash drive or CD.
- Documentation in a PowerPoint presentation can be narrated or written in the "Notes" section of the PPT. *If the PPT is not narrated then a print copy of the presentation in "Notes" format must accompany the CD or flash drive securely attached in a binder.* This format can qualify as the "notebook."

A multimedia presentation makes a deliberate attempt to create something that is both functional and aesthetically pleasing. This means the elements and principles of design, as well as creativity should be appropriately applied to complementing the content. The content is the most important part of the presentation.

Because of the diversity of technology available and the constant evolution of new tools we want to provide flexibility and inspire creativity.

When a project is being exhibited the sponsoring entity will need to consider having technology available for judging and even possibly for displaying/running the piece during the event. For this reason please follow the requirements noted above.

Project/Product Ideas

This guide was developed for any of the Design and Construct project areas. Youth at any age can begin to use technology to create and share project work. A copy of the multimedia presentation can be archived in your portfolio.

Located at <http://4h.okstate.edu/literature-links/ok-4-h-literature-online-1/family-consumer-science/fabric/project-guide-sheets-2014/multi-media-presentation> a variety of sources have been linked to guide in the development of a presentation.

Because project work can be reported as a multimedia presentation or a notebook, each project area (ADC, IDC and HTDC) has a guide sheet. Be sure to reference the appropriate guide sheet.

Since there can be glitches with technology and incompatibility in programs and equipment it does not hurt to have a hard copy of the presentation if the “media program,” allows.

As noted in “exhibit” criteria, a **notebook** can be created to document the project rather than a multimedia presentation. Be sure the notebook is well organized, neat and professional. There should be adequate explanation/narration/text, pictures, graphs, etc. of the project. Content should be double spaced and 12 point font.

Portfolio

4-H members are encouraged to have a portfolio for project work, ideas, resources and skill mastery sheets. See “Design and Construction Portfolio” guidelines for more information.

Project/Product Exhibit Description

Description found in the 2014 Fair book, subject to change annually.

	Apparel Design	Interior Design	Hobbies and Textile Design
Level 3		Interior Design Creative Component – “Science”: Illustrates a science experiment related to interior design. Might include the comparison of energy use/options for the home, lighting, water efficient processes or products, sun or landscaping to heat or cool homes, any other similar item not stated. Exhibit will consist of a multimedia presentation or notebook which narrates and illustrates (pictures) of the members science experiment using a recognized model of scientific discovery.	Textile Design Creative Component –“Leadership”: Develop and <u>present</u> a lesson to teach an Apparel, Interior or Hobbies Design and Construction workshop. Exhibit will consist of a multimedia presentation or notebook that includes documentation of workshop - lesson plan, handouts, photo’s, program, digital presentation, etc.

<p>Level 4</p>	<p>Apparel Design Story Board – Include suitable fabric and trim swatch options w/care instructions, sketches of front and back view, accessorizes, intended consumer, construction cost. Exhibit may consist of a multimedia presentation, notebook or story board (matte or foam core board 20” x 15”) with above items and a description of what was learned.</p>	<p>Design Story Board – For an “Ultimate/Ideal” Room. Include color scheme, wall treatment, floor treatment, floor plan, etc. Exhibit will consist of a multimedia presentation, notebook or story board (matte or foam core board 20” x 15”) with above items and a description of what was learned. Project will include but not limited to pictures, samples, diagrams, drawings, narration, cost comparison of supplies, optional floor arrangements and budget/cost for project.</p> <p>Interior Design Creative Component – “Science”: Illustrates a science experiment related to interior design. Might include the comparison of comparison of energy use/options for the home, water efficient processes or products, sun or landscaping to heat or cool homes, furniture/cabinet design, any other similar item not stated. Exhibit will consist of a multimedia presentation or notebook which narrates and illustrates (pictures) of the members science experiment using a recognized model of scientific discovery.</p> <p>Interior Design Creative Component – “Citizenship: Develop and implement a <u>service-learning project</u> which meets an identified need in the community or for an individual. Must be related to Interior Design and Construction. Exhibit will consist of a multimedia presentation or notebook which narrates and illustrates (pictures) of the members experience in each phase of the service learning model.</p>	<p>Textile Design Creative Components –“Career”: Explore a career by identifying education needed, plan of study, pre-workforce preparation, education cost analysis, salaries, any other similar item not stated Exhibit will consist of a multimedia presentation or notebook including but not limited to the items stated.</p>
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