Types of interactive digital media

**Activity A: Content used in interactive digital media.**

The image below is a prototype of new app that will be used by an educational museum. In the table below, identify how different examples of content could be applied to the educational museum app.

|  |  |
| --- | --- |
| **Example** | **Use** |
| Images | Exhibits |
| Audio |  |
| Videos |  |
| Animation |  |
| Text |  |
| Tables |  |
| Lists |  |
| Forms |  |
| Navigational buttons |  |
| Maps |  |
| Quiz |  |
| Layers |  |

A cellphone with a screen showing a video and text

AI-generated content may be incorrect.

**Activity B: Software used to create interactive digital media products**

In the table below, identify the most appropriate software to use when creating the following types of interactive digital media products. Justify your choice.

|  |  |  |
| --- | --- | --- |
| **Type** | **Choice** | **Justification** |
| Websites | Web authoring software | Specifically designed for creating and managing websites, allowing users to build pages, add multimedia, and publish content online. |
| Information points |  |  |
| Mobile apps |  |  |
| E-learning products |  |  |
| Digital maps |  |  |
| Games |  |  |

**Activity C: Hardware used to create interactive digital media products**

In the table below, identify the at least one type of hardware that could be used to create each of the different types of interactive digital media products. Justify your choice.

|  |  |  |
| --- | --- | --- |
| **Type** | **Hardware that could be used** | **Justification for at least one type of hardware chosen.** |
| Websites |  |  |
| Information points |  |  |
| Mobile apps |  |  |
| E-learning products |  |  |
| Digital maps | Computer, Mouse/trackpad, Monitor, Touch screen (for testing usability) | Maps are built and coded on a computer with standard input devices. Touchscreens are used to test pinch/zoom and interactive features. |
| Games |  |  |

**Activity D: Hardware used to access interactive digital media products**

In the table below, tick one or more boxes per row to identify the different types of hardware than can be used to access each type of interactive digital media listed.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Type** | **Computers** | **Games consoles** | **Kiosks** | **Phones** | **Smart TV** | **Tablets** |
| Websites |  |  |  |  |  |  |
| Information points |  |  |  |  |  |  |
| Mobile apps |  |  |  |  |  |  |
| E-learning products |  |  |  |  |  |  |
| Digital maps |  |  |  |  |  |  |
| Games |  |  |  |  |  |  |

**Activity E: Methods used to interact with interactive digital media products**

For each type of interactive digital media product shown below, explain one method that could be used to interact with that product.

Websites

|  |
| --- |
|  |

Information points

|  |
| --- |
|  |

Mobile apps

|  |
| --- |
|  |

E-learning products

|  |
| --- |
|  |

Digital maps

|  |
| --- |
|  |

Games

|  |
| --- |
|  |