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 | Guides |
| Videos | Demonstrations of historical events |
| Animation | Showing reconstruction of artifacts |
| Text | Descriptions and instructions |
| Tables | Artifact details (dates, materials) |
| Lists | Recommended exhibits |
| Forms | User feedback or booking events |
| Navigational buttons | To move between sections |
| Maps | Museum layout |
| Quiz | At the end to test what the user learned |
| Layers | To explore exhibits in more depth (e.g., x-ray view of artifacts) |

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 | Kiosk interface software | Made for interactive touchscreens in public spaces, with simple navigation, restricted access, and secure interfaces so users can’t exit to the desktop. |
| Mobile apps | App creation software | Built for developing apps that run smoothly on smartphones and tablets, with features like notifications, GPS, and offline use. |
| E-learning products | Authoring tools | Allow you to design interactive courses with quizzes, simulations, and multimedia content tailored for education. |
| Digital maps | Web authoring software/App creation software  \*Depending on the platform) | If the map is online, web authoring software helps embed interactive maps. If it’s a mobile navigation app, app creation software is better for integrating real-time GPS and route planning. |
| Games | Authoring tools | Game development tools (like Unity, Unreal Engine, or Scratch for simpler ones) are made for building interactive games, with features like physics, animation, and user input. |

**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 | Computer, Mouse/trackpad, Monitor | Website design needs a computer for coding/design work, a mouse/trackpad for navigation, and a monitor to view layouts clearly. |
| Information points | Computer, Touch screen, Monitor | Kiosk systems are built on computers connected to large touchscreens for user interaction, with monitors for setup/testing. |
| Mobile apps | Computer, Mouse/trackpad, Monitor, Touch screen (for testing) | Computers handle coding and design, with a mouse/trackpad and monitor for development. Touchscreen devices are used to test how the app feels in real use. |
| E-learning products | Computer, Monitor, Microphone, Digital camera | A computer and monitor are needed to build the course, while microphones and cameras record voiceovers, lectures, or demonstrations. |
| 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 | Computer, Monitor, Graphics tablet, Stylus, Microphone, Digital camera | Computers and monitors handle development, while graphics tablets and styluses are ideal for drawing characters/assets. Microphones can capture sounds/voiceovers, and cameras can record textures or motion capture. |

**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

|  |
| --- |
| Keyboard/buttons, Mouse/joystick control, Touch screen/stylus (on phones/tablets)  Websites are usually navigated with keyboards and mice on computers, but also via touchscreen on mobile devices. |

Information points

|  |
| --- |
| Touch screen/stylus, Voice controls (sometimes)  Kiosks are mainly touchscreen-based, but some modern ones add voice control for accessibility. |

Mobile apps

|  |
| --- |
| Touch screen/stylus, Voice controls, Camera input  Apps often use touch for navigation, voice for commands (e.g., Siri, Google Assistant), and cameras for scanning QR codes or AR features. |

E-learning products

|  |
| --- |
| Keyboard/buttons, Mouse/joystick control, Touch screen/stylus, Microphone/voice controls (optional for speech input)  Learners interact with lessons through typing, clicking, or tapping. Some platforms also accept voice responses. |

Digital maps

|  |
| --- |
| Touch screen/stylus, Voice controls, Keyboard/buttons, Mouse control  Maps can be zoomed or moved with touch, searched with a keyboard, or voice (e.g., “Navigate to London”). |

Games

|  |
| --- |
| Keyboard/buttons, Mouse/joystick control, Touch screen/stylus, Voice controls, Camera input  Games are the most versatile — they use keyboards/mice on PC, joysticks on consoles, touchscreen on mobile, plus extras like voice commands or motion/camera input. |