# NCFE Interactive Media

Key Terms

Data—Raw facts and figures. This can be taken straight from readings, e.g. a list of temperatures.

Information—Processed data, i.e. data with context. E.g. a graph showing the temperatures over time.

  Primary source—original materials; where the data came from, i.e. published by the group that recorded the data.

  Secondary source—Taken from primary sources; describing or analysing the data in some way. This gives additional meaning to the content from the primary source.

  Tertiary source—Organise and collate primary and secondary sources. E.g. a bibliography of sources at the end of a document.

  Example sources—Internet, books, technical manuals, magazines, newspapers

Portfolio—A collection of materials that display skill in a particular area.

Brief—The information provided by the client in order to help the developer produce the product exactly as they intend it.

Features—A feature must take the user's input to effect the output of the product. E.g. menu buttons, scores, player movement.

Target Audience—The intended user of a product. (Others can use the product, however it is intended for a specific group. Defined by: Age, gender, ethnicity, income, lifestyle, location, accessibility

Development

Flowcharts—A diagram used with the aim to visualise the steps taken to reach a specific goal.
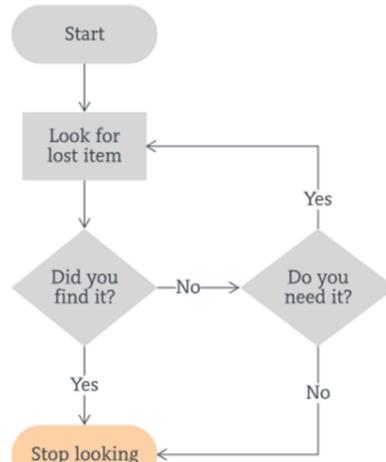
Mood board—A collage or objects (images, colours, screenshots, text etc.) which aim to capture a theme or design.

Wireframes—Visual representation of the layout of a product without using any actual content.
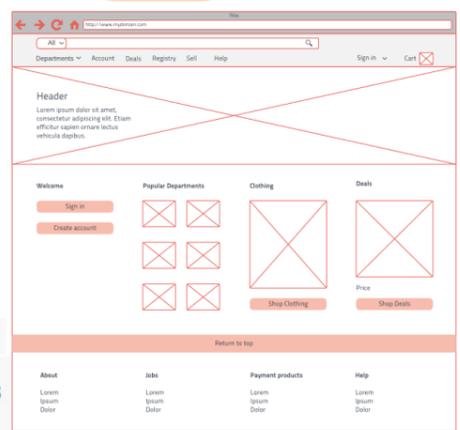
Testing—The process of checking of checking for errors, checking that a product is functional and that the product matches the brief.

Image manipulation—Creating and altering images to fit a given purpose, e.g. creating a background for a website.

Video editing—Creating and altering videos to fit a given purpose, e.g. creating a cut-scene within a game.

HTML—Hypertext Markup Language—A language used to create multi-page websites.

  Tags—The keywords used in the HTML language to identify how the content should be displayed. E.g. the paragraph tag <p></p> formats the content inside as a paragraph.

CSS—Cascading Style Sheets—Simplifies the process of making web pages look presentable.

JavaScript—A programming language used to dynamically change elements within an HTML document.

  Both can be done inline (within the HTML file) or as a separate document.

Syntax—The "grammar" of code, how it should be written for it to work correctly.


```
<script src="myScript.js"></script>
function myFunction() {
    document.getElementById("title").innerHTML = "New Title";
}
```

Interactive Media Products

Interactive Media Product—A digital product where the user's input has an effect on the output of the product. E.g. a game, website, software, virtual reality

  Website—Information is conveyed a lot more traditionally, using text and images on the screen, now more websites are implementing more interactive features.

  Video Games—Media is the means of conveying information to the user. This can be done in various ways such as s score on-screen.

  Interactivity is how the user's input effects the game.

Project Lifecycle—A series of phases to aid in the development of a project. Consists of Initiation, Planning, Execution and Evaluation/Closure phases. Phases are followed in order, however if a problem occurs, development returns to the previous phase.

Risk Analysis—Identifying and mitigating the potential risks during development of a project.

Health and Safety— Improper use of computers can lead to: back pain, RSI, leg and foot strain, eye strain, headaches. This needs to be considered during development of a product and for when the product is going to be used.

  RSI—Repetitive Strain Injury is caused by repeated motions using the same muscles and joints, often in the hands or wrist from computer use.

Development Software—These are the tools used to create the products. This includes tools such as Unity, Adobe Photoshop, Brackets and PyScripter.

Project Reviews—Reviews are conducted in order to ensure that the product has met all of the requirements. These can be done by self, peers and clients, although the client review will take priority over the others.
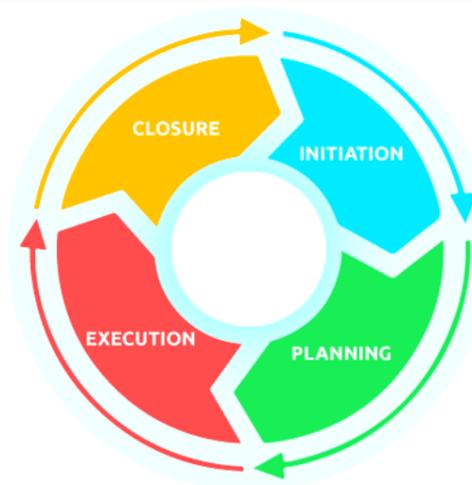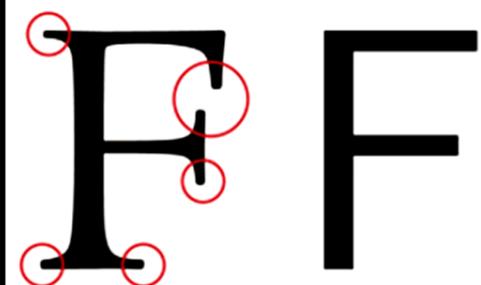

Design

Colour palettes—Four main categories: Monochromatic, Analogous, Complementary, Split-Complementary

Typeface—A family of fonts that text belongs to.

Serif—A font with additional inflections on the edge of characters.

Sans Serif—A font without (sans) and inflections on the characters.

Display Fonts—Used mainly for decoration, e.g. for a title. Normally harder to read than non-display fonts so isn't used as frequently.

White-space—The area between elements on a screen, i.e. the gaps between parts. Too big and the page looks empty, too small and the page looks crowded.

House style—The general theme used throughout a product, e.g. colour choice, font choice, amount of whitespace. Helps give "identity" to a product.

Assets—The content used within an interactive media product, e.g. backgrounds, icons, sound files and videos. Sources include:

  The developer—No issue with copyright as they have created the content for this purpose.

  Creative Commons—Content that has no copyright and is free to use under no or minimal restrictions.

Asset Quality—The asset quality will be defined by a number of factors including:

  Resolution—This is the amount of detail in the asset, e.g. for an image, how far you can zoom in before the pixels become visible.

  Compression—Files can be compressed with either **lossy** or **lossless** compression. Lossy removes some of the original data, whereas lossless doesn't.

Monochromatic   Analogous

Complementary   Split-Complementary