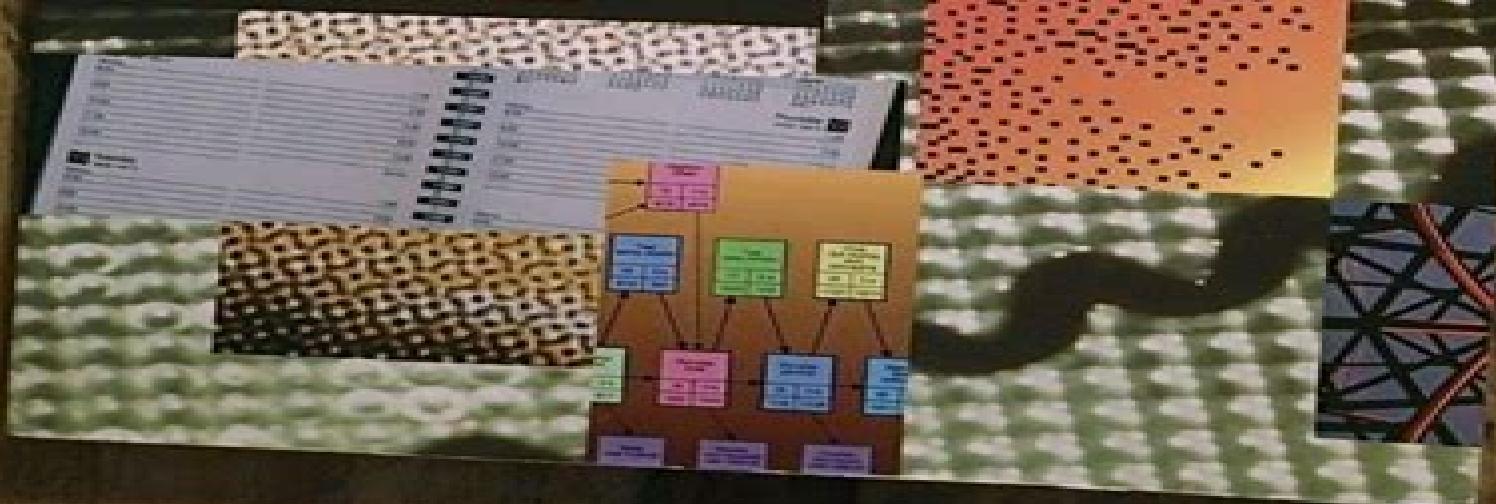**Roy Strauss**

Managing Multimedia Projects

- CD-ROM Titles
- Sales & Marketing Presentations
- Training & Educational Programs
- Kiosks & Displays
- World Wide Web Sites

Managing Multimedia Projects

Claire D. Advokat,Joseph E. Comaty,Robert M. Julien, Ph.D.

Managing Multimedia Projects:

Managing Multimedia Elaine England,Andy Finney,1999 Summary Managing Multimedia includes management guidelines for each stage of the multimedia project life cycle from initiation to completion defines the project manager s responsibilities at each stage of the project life cycle These checklists build into an overall job description or role model pinpoints all the recognized problem areas and offers practical solutions based on the Authors own extensive experience and provides task related exercises to help you build a customized set of multimedia management guidelines to fit your own project requirements *A Project Management Methodology for Multimedia Projects* Stefan Hartweg,2002-05-17 Inhaltsangabe Abstract This paper tries to define a concept for managing multimedia projects efficiently and takes the suitability of existing methods into account Developing a valid solution makes it necessary to look at project management as a generic discipline first and then apply the results to the multimedia discipline Only then can we be sure that no important aspects of project management have been forgotten nor that existing and working strategies which could be applied to multimedia projects have been ignored This paper therefore defines project management and generally describes its areas of responsibility The question of whether project management is necessary and beneficial needs to be addressed as well After project management and the necessity to actively apply it in some form has been understood in general a specific focus on the existing information for multimedia project management will be undertaken It will become apparent that different viewpoints exist as to whether multimedia project management should apply project management methods of related industry areas such as software development This will justify the need to compare multimedia projects with software development projects After having gained an insight into project management as well as the characteristics of multimedia projects it is possible to determine the demands that a project management method needs to be able to meet to successfully manage multimedia projects It would be beyond the scope of this thesis to analyse every existing method Instead one method will be analysed as an example The useful aspects of the analysed method will be identified along with its shortfalls in relation to multimedia development Finally recommendations on how the shortfalls could be corrected will be made so that a project manager will be able to use the examined method specifically suited to multimedia projects Inhaltsverzeichnis Table of Contents 1 Preface7 2 Introduction9 2 1The Topic of this Thesis9 2 2Hypotheses and Findings12 2 3Definition of Multimedia14 2 4Types of Multimedia Products16 2 4 1Forms of Delivery16 2 4 2Categories of Multimedia Products18 2 4 3Conclusion20 2 5Project Management Definitions21 2 5 1Project and Project Management21 2 5 2Project Stakeholders22 2 5 3Project Methodology Methods and Processes22 3 The Historical Development of Project Management25 3 1The Philosophy of Ancient Project Management25 3 2The *Managing Multimedia* England,2002-09-01 **Managing Multimedia Projects** Roy Strauss,1997 With the increased popularity of multimedia a growing number of people are now becoming involved in producing multimedia applications Based on real world experience and current development

techniques this book provides a solid framework for managing all types of multimedia projects from simple presentations to custom kiosk displays retail CD ROM titles and World Wide Web sites It shows how to manage the project dimensions plan and schedule projects do cost estimations and budgeting organize and run development teams work in both external and internal development situations and understand multimedia technologies and tools Anyone involved in multimedia projects will find this book a clear concise and thorough introduction to the complex task of project management By focusing on multimedia as software and using a software development approach Strauss provides the reader with a real world method based on well tested software development techniques that can be adapted and used for any multimedia project The book guides the reader through the software development process including the phases of Analysis and Planning Design Alpha Beta Gamma Quality Assurance Testing and Support and Maintenance It also contains special chapters on selecting the right development tool and contracting with external developers This book prepares the reader to develop a high quality program on time and on budget **Managing Multimedia** Elaine England,Andy Finney,2002 This volume takes you through the various stages in a project client requirements understanding clients contracts team selection copyright issues multimedia elements interface design testing localization and a section on managing small quick projects *Managing Multimedia* Elaine England,Andy Finney,2002 *Managing Interactive Media* Elaine England,Andy Finney,2007 This updated and expanded fourth edition retains the strength of previous editions while adding new material relevant for the changing work environment The book describes the latest industry trends and incorporates them into a project management framework By developing practical skills it aids the project manager s own development and provides a coherent overview of the issues that affect all in the converging industries of communications media and computing Managing Interactive Video/multimedia Projects Robert E. Bergman,Thomas V. Moore,1990 **Managing Interactive Media Projects** Tim Frick,2008 From the birth of a media project idea to the implementation and maintenance of that project this book provides the skills and know how to master the process of managing interactive media projects Managing Interactive Media Projects offers important insights and techniques for various approaches to the process of creating interactive media It covers the ever important steps of planning documenting writing designing implementing testing debugging and maintaining interactive media projects that range from web sites and online media to DVDs CD ROMs and Flash Detailed breakdowns of key steps in developing interactive projects coupled with in depth case studies and digital supplemental materials make it a valuable resource in today s creative market Written in a cohesive yet easy to understand manner this book will transform the daily drudgery of technical specifications and documentation into an easy to implement process that will help readers to surpass even their own expectations on their interactive media projects Multimedia Projects in the Classroom Timothy D. Green,Abbie Brown,2002-02-11 This book provides an informative and easy to use guide to teachers on how to successfully integrate technology into their current curriculum even if the teachers background in technology is limited Bridget Weishaar

Technology InstructorThe Latin School of ChicagoChicago IL The how to guide that can take you and your students to the next level of multimedia presentation Teachers have been working with multimedia for years slides shows recordings even chalk talks are multimedia But with the advent of personal computers and sophisticated graphics software multimedia has taken on a whole new look and feel and now two experts in education and multimedia share the step by step secrets on making multimedia work for you your students and your curriculum Multimedia Projects in the Classroom can help teachers understand how the multimedia development process works and how it can be used by teachers as well as by students working on their own projects Subjects include Integrating curriculum content into multimedia production Developing multimedia projects in the classroom Evaluating multimedia projects Producing professional multimedia Learn to understand the process include it in your own work and incorporate student produced multimedia projects into the curriculum all with the help of this exciting and innovative book Addresses standards set for classroom multimedia production developed by the International Society for Technology in Education ISTE National Educational Technology Standards for Students NET S and National Educational Technology for Teachers NET T **Making the Most of the Web in Your Classroom** Timothy D. Green,Abbie Brown,LeAnne Robinson,2008 I have not seen a more teacher friendly resource for using the Web in the classroom The authors took both novices and experts into consideration A must have in every school Elizabeth Alvarez Math and Science CoachChicago Public Schools IL A user friendly tool on many levels I would recommend this book to media specialists instructional technology teachers and district coordinators for both content and technology April DeGennaro Gifted Education TeacherPeeples Elementary School Fayetteville GA Translate Web technology into practical applications for the daily curriculum Designed for novices and experienced users this comprehensive guide includes all the need to know aspects of using the World Wide Web to support student learning Making the Most of the Web in Your Classroom covers the language of the Web describes Web editing software and shows how to use Web tools that offer unique learning opportunities for students This book examines issues of student safety appropriate netiquette and copyright and other legal considerations and provides field tested strategies examples and reproducibles to help teachers create powerful learning opportunities Educators will be able to meet ISTE NETS technology and content standards as they Design and build Web sites Help students develop their own Internet projects Evaluate and manage Web projects Featuring a list of key terms in each chapter this timely resource will motivate your students and help make technology a seamless part of your classroom instruction **Human Factors in Organizational Design and Management-V** Ogden Brown,Hal W. Hendrick,1996 Inhalts bersicht Preface Acknowledgements 1 Product design and development 2 Individual differences and task analysis matching persons to the job 3 Information technology and communication 4 Participation 5 Occupational well being health and safety 6 Macroergonomics 7 Cultural perspectives 8 Evolution and development of IEA federated societies 9 Late paper **The British National Bibliography** Arthur James Wells,2003 Which Degree Directory Series ,2000 *Julien's*

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