

CYBERZONE

Introduction to Multimedia

<http://www.netevents2000.com/>

Many of these activities could be carried out either before or after a visit to the exhibition. It may be interesting to choose an activity to do both before and after a visit, to assess the impact of the visit.

Brainstorm

- What is multimedia?
- How is multimedia used today?
- What will multimedia be like in the future?
- What are the effects of multimedia on individuals and on society?
- Do we need to take action in response? If so what action?

Multimedia survey

Design and analyse a survey to find out what people currently understand about multimedia. Each group could target a different section of the community.

Letter writing

Write to organisations/industries to find out more about the world of multimedia. Use email with appropriate 'netiquette'.

Research and interview

Design and conduct an interview to discover:

- The perceived benefits and disadvantages perceived with the development/use of multimedia.
- How life was different before electronic multimedia.
- The impact on people's lives when multimedia was introduced. – Some facets are included in the *Be creative* activity below.

Significant multimedia developments that could be included are transistor radios, the talkies/motion pictures, television (black and white or colour), video recorders, CDs, personal computers, the Internet.

Students should share findings and compile a group report.

Be creative...or use these topics for discussion or debate.

Write a story, a poem, a song or music, draw a picture, produce a collage or a sculpture, mount an exhibition or design a role play about 'in 20 years time' or '50 years ago - how multimedia technologies have influenced culture and society.

Some areas for consideration might be:

- What home is like
- How people make a living
- Leisure activities
- Travelling
- Shopping
- School
- The environment
- Health and medicine
- Warfare
- Energy sources
- Personal relationships
- Education

Alternatively, produce an informative poster, display or pamphlet on Multimedia.

Taking action

Identify an issue (or a potential or emerging issue) that is associated with (multimedia) technology and is of concern to the class. Examples might be privacy, security, plagiarism or access to pornography and other material that is often censored.