

**SPM4332: CD-ROM BASED  
MULTIMEDIA DEVELOPMENT**

**MULTIMEDIA COURSEWARE  
DESIGN FUNDAMENTALS**

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# Introduction

- What is MULTIMEDIA COURSEWARE DESIGN?
- What is the purpose of Courseware Design ?
  - To inform or to persuade users.
  - This is accomplished by:
    - delivering content
    - presenting the content in a way that benefits the user

# Introduction

- What are the most important to observe when designing a multimedia courseware?
- Why ?
- Discuss in a group of 3...

# Introduction

- In truth, almost every multimedia courseware has one flaw or another:
  - It be confusing accessibility
  - Over-ambitious design
  - Poor download/display time

# Introduction

- Therefore, you have to plan a courseware that:
  - Well structured
  - Easy to navigate
  - Quick download/display time
  - simplicity; clear and not too many choices
  - consistency; builds trust with the user
  - engagement; invites the user to participate

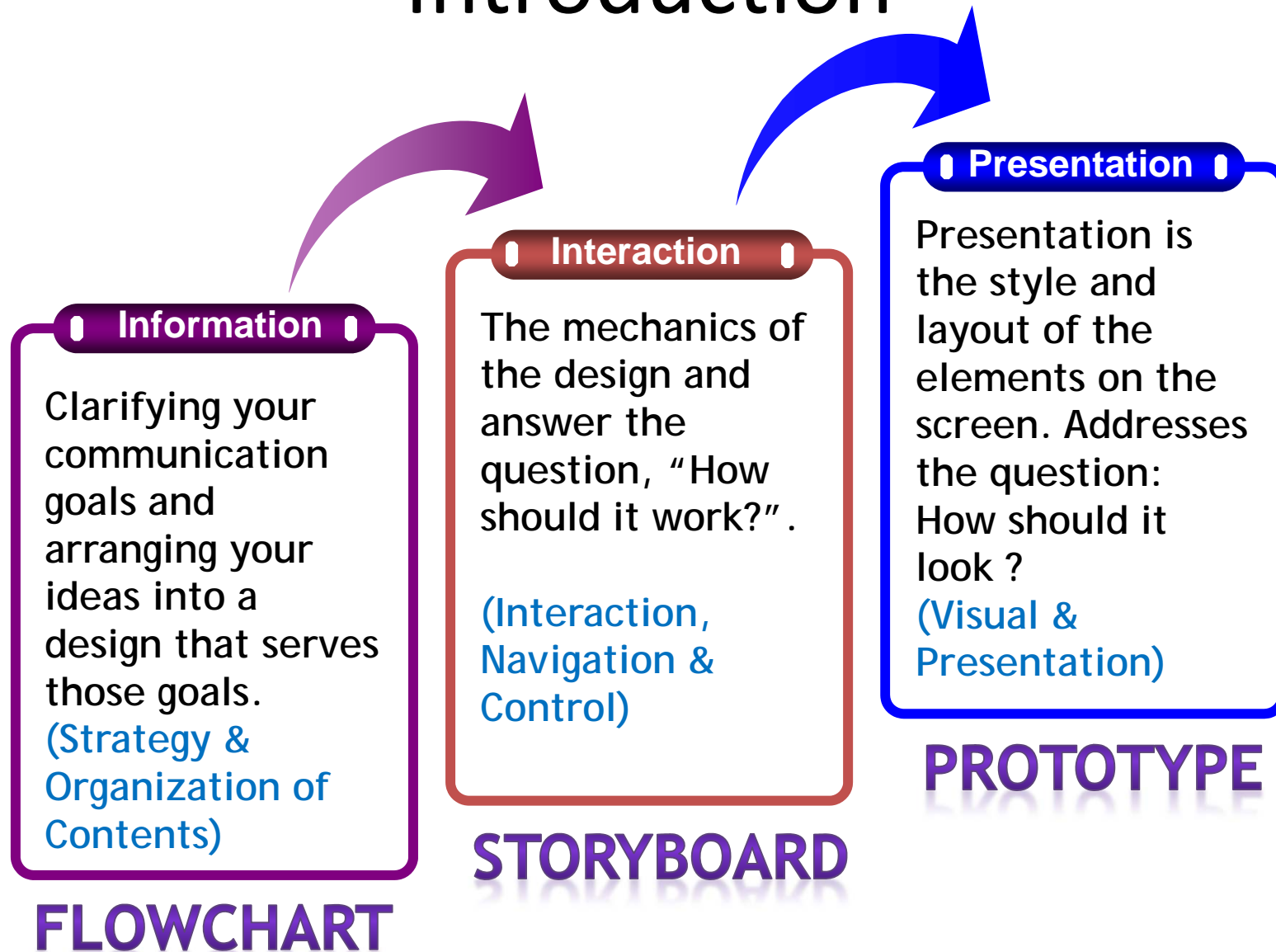
# Introduction

- Three parts of multimedia courseware design:
  - Information Design
  - Interaction Design
  - Visual Design

# Introduction

- What is information?
  - Why do we need to “design” information?
  - How do we do analysis for information design?
  - How can we apply these principles to courseware design?
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- Discuss in a group of 2 to 4.

# Introduction





# Introduction

- In your opinion, which design document (and design phase) is the MOST important part in web design.
  - Information Design ?
  - Interaction Design ?
  - Visual Design ?

# Thank You !

