## HIGHER TECHNICAL INSTITUTE

#### **COURSE IN COMPUTER STUDIES**

### **DIPLOMA PROJECT**

# MULTIMEDIA PROJECT FOR THE CULTURAL SERVICES OF THE MINISTRY OF EDUCATION AND CULTURE.

CS/203

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#### SUMMARY

#### Multimedia Project for the Cultural Services of the Ministry of Education and Culture.

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This project was proposed by Mr. Christos Makarounas, lecturer of the General Studies Department of Higher Technical Institute to be developed by third year students, as one of the final year projects of the Academic Year 1997/98.

It is actually an effort to develop a multimedia computer system to provide a learning package for Cypriot Artists, and especially to make known the Cypriot Culture to the outside world.

The main objective of this project is to produce a digital archive of the Cypriot artists that are currently listed in the manual archives of the Cultural Services of the ministry of Education and Culture. The list of the Cypriot artists includes writers, musicians, movie directors, painters, sculptors, etc. The necessary information for each artist is the biographical notes, photographs, videos, critics and news, and of course his/her work.

Because the project deals with Cypriot Art, the use of sound, images, video-clips and plain text is of great importance. All the information about artists (text-biographical notes, sound, videos etc.) were given to us by the Cultural Services and specifically by Mr. Elias Manouchos who is the person responsible for this project.

The project was developed mainly using Asymetrix Toolbook II, version 5.0. This suggestion was made by the Cultural Services, as Toolbook is the software that they use mostly in the development of multimedia projects. After a research, we agreed to use Toolbook as it supports fully multimedia projects, and it provides many facilities to create applications and courseware that are rich in an interactive media content.

Other software programs used for the development of the project are Word7 for input text, an image processing program (e.g. Photoshop, Paint Shop Pro etc.) for processing any images used in the development of the project and of course a software for the video processing.

The hardware to be used is the standard PC with Windows95, so that all the above software programs can run, the scanner to input the images, the printer and a zip drive to transfer the whole work from one PC to another.

The problem that we were faced was that none of us had worked on a multimedia project before. Therefore, we had some difficulties at the beginning with the processing of the collected resources (especially video processing), and learning some special features of Asymetrix Toolbook (e.g. Advanced Scripting, etc.).

We can conclude this summary, by saying that the development of this project offered to us a huge piece of knowledge, and the experience we got on developing this multimedia project cover every problem and difficulties that we may had.

And above all: Although it had been a difficult task, it is a project that is going to stay and be used either by Cypriot or foreign people to learn about the Cypriot Culture. Therefore the whole effort was *worthwhile*!

# MULTIMEDIA PROJECT FOR THE CULTURAL SERVICES OF THE MINISTRY OF EDUCATION AND CULTURE

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Appendix B - Project Specifications

Appendix C

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Appendix C2 - Data Flow Diagram (Level 0)

Appendix C3 - Data Flow Diagram (Process 1)

Appendix C4 – System Flow Chart

Appendix C5 - Book Design

Appendix D - Screen Design (User Interface)

Appendix D1 – Main (starting) screen

Appendix D2 – Contents Screens

Appendix D3 – Visual Artists' Category

Appendix D4 – Musicians' Category

Appendix D5 – Authors/Poets Category

Appendix D6 – Directors' Category

Appendix D7 – Cultural Services

*Appendix D8 – Help Screens* 

#### REFERENCES