HIGHER TECHNICAL INSTITUTE

COURSE IN COMPUTER STUDIES

DIPLOMA PROJECT

COMPUTER AIDED LEARNING SYSTEM ABOUT A CYPRIOT VILLAGE

CS/241

ELENI IASONOS

7 JUNE 2000

HIGHER TECHNICAL INSTITUTE
PROJECT NO.
3106

SUMMARY

Multimedia aided Learning System about a Cypriot Village

This project was proposed by Mr. Marinos Ioannides, lecturer of the General Studies Department of Higher Technical Institute to be developed by a third year student, as one of the final year project of the Academic Year 1999/2000.

It is actually an effort to develop a multimedia computer package for the Kyperounta mountain village. The nature of the project is an informative one that is going to propose the great history and culture that is found only in paper formats.

This package has as main purpose to save all the archives that exist regarding the village. There is plenty of information in form of plain text, photos, videos, etc that have to be processed and converted into digital form. The system is going to be given to the expatriates of Kyperounta and any one that is interested to be informed regarding the village.

All these information regarding the village must be developed in a user friendly environment, include special effects, music, videos in order to be easy and pleasant to arouse the interest of the users.

TABLE OF CONTENTS

Chapters	Page
SUMMARY	1
1. INTRODUCTION	2
2. INVESTIGATION PHASE	
2.1 Initial Investigation Activity	
2.1.1 Introduction about the Expatriates Society	4
2.1.2 Definition of the problem	5
2.1.3 Generate possible solutions	5
2.1.4 Information Gathering	6
2.2 Feasibility Study	
2.2.1 Objectives and scope of the Project	7
2.2.2 Financial Feasibility	7
2.2.3 Operational Feasibility	10
2.2.4 Technical Feasibility	10
2.2.5 Schedule Feasibility	11
2.2.6 Human Factors Considerations	12
2.3 Conclusion	13
3. ANALYSIS AND GENERAL DESIGN PHASE	
3.1 New System Design Specifications	
3.1.1 Overview Narrative	14
3.1.1.1 System's Purpose	14

3.1.2 New System Requirements 15
3.1.3 Processing 15
3.1.4 Movie Design 16
3.1.5 Designing the user interface 17
3.1.6 Performance Criteria 17

3.2 Implementation and Installation Planning
3.2.1 Introduction 18
3.2.2.Preliminary Implementation Plan 18
3.2.3.Preliminary System Test Plan 19
3.2.4.User Training Outline 19

4. DETAILED DESIGN AND IMPLEMENTATION PHASE

4.1 Technical Design
4.1.1 Introduction 20
4.1.2 Human/Machine Interface 20
4.1.3 Security and Control Measures 21

4.2 Test Specification and Planning
4.2.1 Unit Testing 23
4.2.2 Integration Testing 23
4.2.3 Function Testing 24
4.2.4 System Testing 24
4.2.5 Acceptance Testing 25

4.3 Programming the System
4.3.1 Introduction 26
4.3.2 What makes the Director development package so special 26
4.3.3 Director' Environment 27

4.3.3.1 Director's Features 27
4.3.3.2 Lingo 28
4.3.4 Objects 29
4.3.5 Start Programming the System 29
4.3.6 Samples of the coding used in the project 32

4.4 The Test Requirements
4.4.1 Display the system 35
4.4.2 Sound the system 35

4.5 Testing the System 36

INSTALLATION PHASE
5.1 Running the system 37
5.2 Conclusion 38

APPENDICES

Appendix A – Time Table

Appendix B

Appendix B1 – Context Diagram

Appendix B2 – Data Flow Diagram Level 0

Appendix B3 – System Flowchart

Appendix C

Appendix C1 – Main Starting screen

Appendix C2 – Menu Screen

Appendix C3 – History Submenu

Appendix C4 – Present Hand Written Book

Appendix C5 – History about church

Appendix C6 – Societies and Organizations

Appendix C7—Village Life/Tradition Submenus

Appendix C8 – Village Life/Tradition text

Appendix C9 – Village Life/Tradition Photo Album

Appendix C10 – Kyperounta Hospital

Appendix C11 – Video

Appendix C12 – Pop up Help screen

REFERENCES