

TEACHING PORTFOLIO 2001-2003

Master of Interactive Multimedia

Digital Media Projects Supervised by Tatiana Pentes



UNIVERSITY OF
TECHNOLOGY SYDNEY

GRADUATE COURSES IN INTERACTIVE MULTIMEDIA

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Student Gallery

<http://mim.iml.uts.edu.au/gallery/index.html>

Digital Media Projects are a capstone opportunity for students to consolidate their knowledge and skills acquired in their studies. It involves the planning, development and production of a multimedia project by individuals or teams of students, and may incorporate work-based project work and/or work experience.

The following are examples of some of the projects produced by our Master students in recent years.

UTS Gallery Online



UNIVERSITY OF
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UTS GALLERY & ART COLLECTION

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Now showing

FEDERATION! But who makes the nation?
30 OCT - 15 NOV 2001

This exhibition not only questions who makes the nation but answers it in a way that is witty, relevant, moving and culturally profound. It brings to our attention contemporary art and craft, historical photography and cartoons showing the consequences and advantages of Federation, on four regional towns - Murrumbidgee, Albury, Bathurst and Broken Hill.

The exhibition weaves a number of national themes together, such as democracy, multiculturalism, worker unionism, the landscape and the environment. It explores the unique identity and defining issues of each of those towns in 2001. It is an exhibition about the people in these towns then and now.

Toured by [Museums and Galleries Foundation of NSW](#) and supported by the National Council for the Centenary of Federation.

Project Manager: Astrid Twenebowa Larssen

Writer/Content Developer: Deepa Sridharan

Interface & Interactivity Designer: Brian Chen

Programmer/Database Developer: Joakim Tysseng

This project recreated the web presence for the UTS Gallery and Art Collection. The project had three main components:

- A new online identity for the UTS Gallery and Art Collection
- A dynamic website driven by a searchable database
- A Content Management System

The target audience consists of representatives from the university community, as well external visitors. The main design considerations were usability, aesthetics, and creativity within the framework of the UTS identity program.

<http://www.utsgallery.uts.edu.au/new>

S'Cool Webkit



S'Cool Webkit (CD-ROM)

Writer/Journalist: Judy Friedlander

Lecturer/Visual Designer: Khim Stone

Programmer/Software Developer Sumarto Widjaya

This multimedia team have designed, developed & implemented a website prototype for NSW public schools (infants & primary). Based on an initial website constructed for Vaucluse Primary school the concept has been taken up by the NSW Dept of education as a model for a website infrastructure in public schools.

Electronic Business Card



Electronic Business Card (CD-ROM)

Producer/Developer: Sean O'Donnell (Graphic Designer UTS)

Sean O'Donnell has been dedicated to developing over two semesters a prototype ELECTRONIC BUSINESS CARD for International UTS: Programs Office, "International Postgraduate Study".

Sean has authored this work independently, acting simultaneously as researcher/writer, graphic designer, interface designer and digital editor. The media is an innovative business sized iQrom (business card size & shape) electronic card & authored in Flash .

[CyberSPANISH](#)





Project Manager: Carmen Castillo

CyberSPANISH is a Second Language Web-based Learning Tool for a Collaborative Environment. It is a Web based tool designed to reinforce the program of teaching a second language through the integration of the Spanish Continuer language curriculum, and the social content through peer interaction. The tool has a closed structure based on relevant instructional topics and the incorporation of Internet communication tools as a real time communication medium. During the implementation of the functional prototype students were encouraged to work cooperatively in pairs while following a lesson.

http://www.geocities.com/spanish_au2001

[CyberLancers](#)



CyberLancers

Project Manager: Grant Matthews

Technical Manager: Jim Richards

Design Manager: Jyoti Anand

The CyberLancer's system was designed as an interface between two types of users:

- Employers, and
- Individuals available for contract work (CyberLancers or freelancers).

The system allows CyberLancers to register their skills and experience in the CyberLancer database, thus allowing matching with skills and experience sought by employers searching the site.

The system allows third-party free communication between the two user groups allowing exchange of skills data and contact details, enabling further offline discussions leading to employment.

The system was developed using Open Source tools and Java.

Usual Suspects



Unusual Suspects (CD-ROM)

Project Manager: Ann Chesterman

Creative Content/Interface/Sound: Candy Chu

Writer/Story Concept: Gabriel Lee Chung

Graphics/Authoring: Amanda Yen-Ping Ding

Interface/Authoring: Claus Henkensiefken

The Unusual Suspects multimedia project is a non-linear interactive narrative game for CD-Rom. This interactive game achieves a playful use of new media to create a murder mystery set in a police station. Inspired by the notion of 'spiral-narrative' in literature, the project evolved from a re-working of Joseph Heller's famous anti-war novel "Catch 22". The content & structure of the modern novel would be transformed into an interactive game. The multimedia project has achieved a high level product, developed from a clearly defined set of objectives.

The Unusual Suspects multimedia project in the broader context of multimedia production focusing on the role of the player/reader in the digital age.

ashio



Project Manager: Anh Nguyen

New Media Designer: Sangrok Lee

Sound Designer: Howard Higgs

Programmer: Rita Iao

The aim of this project is to bring new and existing professionals from the fashion and beauty industry together. Thus enabling young professionals to market themselves by giving them the opportunity to network, advertise their service/skills and sell the products online.

The project has four main objectives:

- To create a website which caters for the fashion, design and beauty industry.

- Give young designers and professionals the opportunity to market and promote their skills and services on a global scale, thus allowing them to network, be educated and inspired by their immediate environment.
- Service the fashion, design and beauty industry with compelling new media solutions at a competitive rate.
- To have an end product allowing users to network, share ideas, express their opinions and to promote their product or services.

<http://www.ashio.com>

[Sydney Harbour Bridge Online](#)

[Sydney Harbour Bridge Online](#)

<http://mim.iml.uts.edu.au/dmprojects/shbonline/finalprojectfiles/article.htm>



Project Manager: Florence Linon

Design Team: Nicole Cheng and Francisco Mendez Pena.

Concept/Writer/Content Developer: Jeff Rawlinson.

Flash Production Team: Nicole Cheng, Francisco Mendez Pena and Howard Higgs.

User Experience Testing Team: Siddarth Yadav, Jeff Rawlinson and Florence Linon.

The concept for this digital media project was to develop a template illustrating how text based content, regardless of its origin, in print or for the web, could be re-packaged using a combination of rich media elements to provide a more compelling user experience and information space.

[Sydney Harbour Bridge Online](#)

SOH - The Studio



Project Manager: Efrain Barrientos

Interface/Graphics/ColdFusion: Hua He, Wai Ng Yu, Willie Yung

Graphics/Flash Animation: Dias Kurian

The Sydney Opera House operates under various brand names targeting different demographic groups. One of these includes The Studio. A main point of attraction for The Studio brand is to inspire audiences (between the ages of 17 - 35 years) with a bold mix of live performances. Performances under this brand, tend to be a collection of live shows of different genres including: contemporary music, dance, comedy, music theatre, improvisation, world music and rock.

The Studio section of the Sydney Opera House web site was developed to provide a direct communication platform for The Studio audiences online. However, initial attempts at expressing the boldness of the brand online were not as successful as intended.

The Sydney Opera House felt the need to redesign the section for The Studio and express greater depth of content regarding the program of events; artist profiles & key message regarding what the Studio stands for as a venue.

MIM students at UTS adopted this redesign project in an attempt to balance the threshold between creativity and usability, and explore how to realise it in an experimental and entertaining way. The goal was to make The Studio section more appealing, clear and exciting. Similarly, the aim was also to provide information of shows in an entertaining form, matching the approach of the overall brand.

[Ashio](#)



[Attrezzo Interattivo Di Arte](#)



Attrezzo Interattivo Di Arte

Jacki Morgan - **Project General** (project mgt & documentation)

Gerhard Bachfischer - **Chief Dreamer** (artist and visionary)

Rei Paki - **Technological Philosopher** (hardware and technical specialist)

Don Wong - **Creative Juicer** (interface design, futurist)

The overall goal of the A.I.D.A. project was to develop an original concept to prototype stage that has the potential to broaden the appeal, audience and application of new media art by integrating art experiences into everyday life.

The project involved:

- * development of a prototype platform dedicated to new media art (including content and menu system);
- * development of new media art to demonstrate the capabilities of the platform and potential application with everyday life experience; and
- * development of written documentation to support the prototype platform and content in demonstrating the capabilities of the product and potential commercialisation application.



[HSS on CD](#)

HSS on CD



Project Coordinator, Video Production: Bithika Adhikary
Project Coordinator, Interface Design: Karen Siu Kwan Chow
Technical Specialist, Video Production: Haipeng Allen Jiang
Interface Design, Photography: Mei Lie Yoe
Sound Design: Patrick Jaoka

The Interactive HSS on CD is a promotional CD ROM for the faculty of Humanities & Soc Sciences at UTS. The main purpose of developing this CD ROM is:

- * To attract more international students to the HSS faculty;
- * To promote UTS as a premier academic institution; and
- * Give the prospective students an insight into student life at UTS and Sydney.

The main target audience for the product is prospective International students. This CD contains a whole lot of material that is not available online at the HSS website or in the printed materials of HSS. Besides general information about HSS, it has interviews/vide with students and Faculty, virtual tours, interactive map etc.

The content and treatment of the CD ROM seeks to engage the user in an environment that is highly immersive. It has been designed to help prospective student visualize wha UTS can offer and what life would be like Sydney.



[Indian Mythology](#)
[Indian Mythology - A Multimedia Experience](#)



Project Manager, Multimedia Creator, Graphic/Web Designer: Suma Srinivas
Creative Lead, Flash Programmer, Graphic Designer: Lathesh Suryakantha

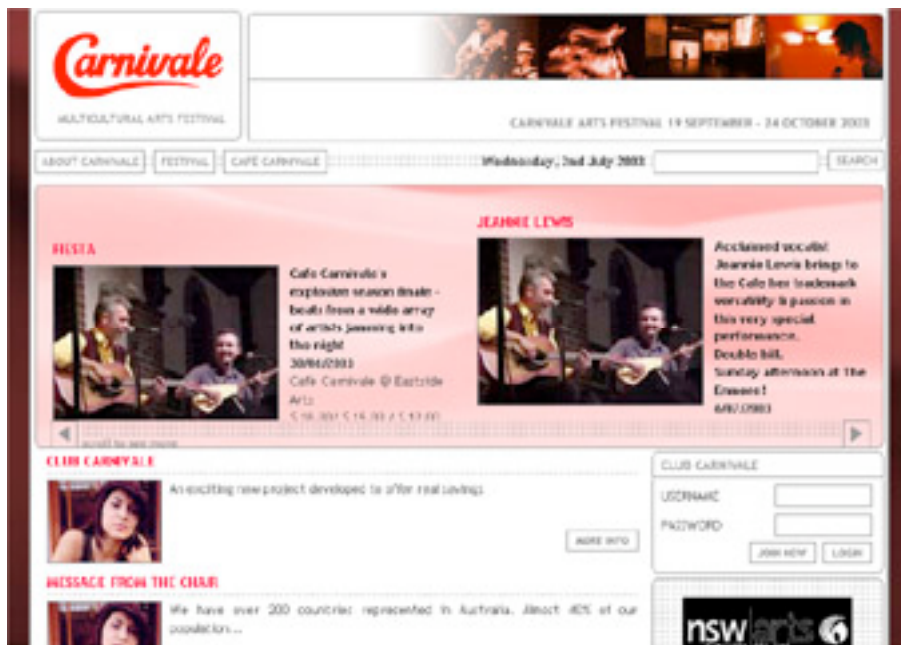
Indian Mythology is a cultural information portal on the mythology of India. It provides comprehensive information on the rich mythology, various gods, goddesses and legends of India with detailed information and colorful images. The Hindu religion is the world's richest and most complex, in terms of mythology, theology and worship. The vast Hindu pantheon, with its ambiguities and its differences in interpretation requires volumes of explanation. The attempt here is to provide information of the important gods and goddesses in their principal manifestations.

This presentation incorporates Flash components, 2D / 3D static and animated effects, voice-over and background music to illustrate Indian Mythology.

<http://www.webonautics.com/mythology/multimedia>

[Carnivale](#)





Project Manager: Megan Dahlgren
Creative Lead: Christopher Yap
Programmer, Backend Developer: Honey Assante
Flash Guru: Jonathan Sidi

This was a redesign project for a Sydney-based multicultural art festival, Carnivale. The original site needed a new look and feel that would more accurately reflect their corporate image. It also needed to integrate their existing database and content management system into the new site. The site had to be extremely user friendly as well as easy for Carnivale staff to update on a daily basis.

The students were able to successfully achieve their client's requirements and delivered them a completely refreshed look and feel for their site which integrates seamlessly with their existing back-end systems.

<http://uts-dev.internetworks.net.au> <http://www.carnivale.com>