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**MULTIMEDIA PACKAGE OF  
CHINESE MID AUTUMN FESTIVAL**

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**MULTIMEDIA PACKAGE OF  
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## ACKNOWLEDGEMENTS

## ABSTRACT

The Chinese mid autumn festival also called the moon festival, is not known very much outside the community. Thus, the objective of **Multimedia Package Of Chinese Mid Autumn Festival** is to introduce the festival more widely through a multimedia package. This package will contain the poems, songs, the food and other information of the festival. To improve the user' s understanding of the after using the package, there is a quiz section to test the user. The multimedia feature combining text, graphics, video and audio together were included to increase the user' s interest. A review of few existing web sites on Internet about the festival shows that all the web sites do not have multimedia feature. They are mainly text – based. After reviewing a few development tools available in the market, Macromedia Director 7.0, Macromedia Authorware 5.1 and Macromedia Flash 4.0 seem suitable as development tools for the system because of the advantages of each tool. Adobe Photoshop 5.0 will be used to modify the image and graphics. Chinese input software is also required for the system either “Chinese Star” or “NJSTAR Communicator” can be used to input the Chinese words. User interface of system will user-friendly to easy the user, the system need not any user input except of quiz section. Common button supply in every part of system been using by user.



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## CHAPTER 1 INTRODUCTION

### 1.1 INTRODUCTION TO MULTIMEDIA

#### 1.1.1 Definition Of Multimedia

According to Fred T. Hofstetter, in his book titled "Multimedia Literacy", he defined multimedia as a use of the computer to present and combine text, graphics, audio, and video with links and tools that let the user navigate, interact, create and communicate.

This definition contains four components essential to multimedia.

1. First, there must be a computer to coordinate what you see and hear, and to interact with.
2. Second, there must be links that connect the information.
3. Third, there must be navigational tools that let you traverse the web of connected information.
4. Finally, there must be always a way to gather, process, and communicate your own information and ideas.

If one of these components is missing, you do not have multimedia. For example

- o If you have no computer to provide interactivity, you have mixed media, not multimedia.
- o If there are no links to provide a sense of structure and dimension, you have a bookshelf, not multimedia.
- o If there are not navigational tools to let you decide the course of action, you have a movie, not multimedia.

## CHAPTER 1 INTRODUCTION

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- If you have no computer to provide interactivity, you have mixed media, not multimedia.
- If there are no links to provide a sense of structure and dimension, you have a bookshelf, not multimedia.
- If there are not navigational tools to let you decide the course of action, you have a movie, not multimedia.



- If you cannot create and contribute your own ideas, you have a television, not multimedia. [1]

Dave Hillman, from Montgomery College, explains that multimedia depends on text, picture, audio and video. Other than that, he also listed out a few key multimedia concepts.

- **Multimedia Application Design** – the element and techniques to organize and structure a multimedia application. This also includes storyboarding as a process to design an application.
- **Multimedia Authoring Tools** – the software programs or tools that are used to create multimedia applications. These range from simple linear presentation programs to complex interactive application builders.
- **The Internet** – the Internet is rapidly becoming a primary means to deliver multimedia presentation.
- **The Multimedia Team** – the key players including the project manager, designer, graphics artists, programmers, and others who come together to develop a multimedia application.
- **The Multimedia Development Process** – the steps that are used to plan, define, storyboard, acquire content, author, test, and deliver a multimedia application. [2]

### 1.1.2 Why Multimedia Important

It is fast emerging as a basic skill that will be important to life in the twenty-first century. In fact, multimedia is changing the nature of reading itself. Instead of

limiting as to the linear presentation of text as printed in books, multimedia make reading dynamic by giving words an important new dimension. In addition to conveying meaning, words in multimedia triggers that readers can as to expand the text but by bringing it to life with sound, picture, music and video. [1]

### 1.1.3 Benefit of Multimedia

Benefits of multimedia as outlined in the Jensen and Sandlin's study in 1991 are:

- Multimedia mirrors the way in which the human mind thinks, learns, and remembers by moving easily from words to images to sound, stopping along the way for interpretation, analysis, and in-depth exploration.
- The combination of media elements in a multimedia lesson enables trainees to learn more spontaneously and naturally, using whatever sensory modes they prefer. For example, some people learn best by seeing, others learn best by seeing and hearing, still others learn best through manipulation or kinesthetic (tactile) exercises.
- Combining media elements with well-designed, interactive exercises enables learners to extend their experience to discover on their own, so that they are no longer passive while information is "fed" to them. Additionally, programs may be designed to include immediate feedback in order to clarify misconceptions before trainees become confused and to provide direct reinforcement for correct responses.
- While students may only raise their hands to ask a question so many times, many multimedia programs (expert systems) are designed to allow learners to



pause, branch, or stop for further remediation exploration, or enhancement opportunities; these interactive qualities encourage non-linear thinking.

- By combining words with pictures, graphics, and audio, multimedia programs enable people with varying levels of literacy and math skills to learn by using sight, hearing, and touch. Evidence suggests that using multimedia segments as content for trainees significantly aids in reading comprehension.
- Instructional technologies help people learn to problem-solve and work in teams, which supports the development of interpersonal skills [3].

### 1.1.4 Disadvantages of Multimedia

However, multimedia also has a few disadvantages.

1. Need high processor speed, memory, disk space and data throughput.
2. Those elements like sound, images or animation and video need higher bandwidth than text files because of the size.

## 1.2 INTRODUCTION TO PROJECT

### 1.2.1 Definition Project

Chinese Mid Autumn Festival is a traditional festival celebrated by all Chinese. It began in Tang dynasty (A.D. 618 – 906), when the 15<sup>th</sup> day of the eighth lunar month was made an official holiday – moon festival. It was the first time that this festival was celebrated.



In the Chinese Mid Autumn Festival, people celebrated by eating the moon cake at this day. This originated from the Yuan dynasty (A.D. 1280-1368).

The Chinese people have a legend or a fairly tale for a lot of things, and the moon is no exception. Characters of legend about the moon include Chang-O, Hou Yi, Wu Kang and so on.

Many poets at that time (all dynasty from Tang until Ching), had written many poems to explain the celebrating this festival, the character of the legend and also their feelings about this festival. [4]

### 1.2. Project Objective

The new generation of Chinese does not have a clear idea of the Chinese Mid Autumn Festival. What they know most about this festival is the moon cake, playing the lanterns (Tang-Long), or some know about the legend of Chang-E. This is not the true picture behind this traditional festival. This package is intended to introduce the real history of the Chinese Mid Autumn Festival using multimedia technology.

This program will introduce some songs to readers or users. Some songs about this festival or the moon; such as "Moon represents my heart" (translated from Chinese), sung by "Deng Li Jun", and others.

During the Tang dynasty, many poets wrote poems to describe their feelings in this festival. Poets such as Li Shang Yin (Shong Dynasty), Li Pai (Tang Dynasty) wrote poems to describe Chang-E, and the feeling for deep homesickness that the beauty of the moonlight and the moon itself can engender. This system will introduce some other poems to users.

History will become boring if it is all written in text. This system will try to make history more interesting by using video and audio and graphics to relate the story. This would attract the interest of user or reader to make then finished the story.

This program will also tell the reader the significance of moon cake at this festival. It has meaning for all Chinese during the Yuan dynasty and not just for festival, but also because it saved a lot of people. This system will also introduce the traditional moon cakes and the new generation of moon cake.

### 1.2.3 Project Scope

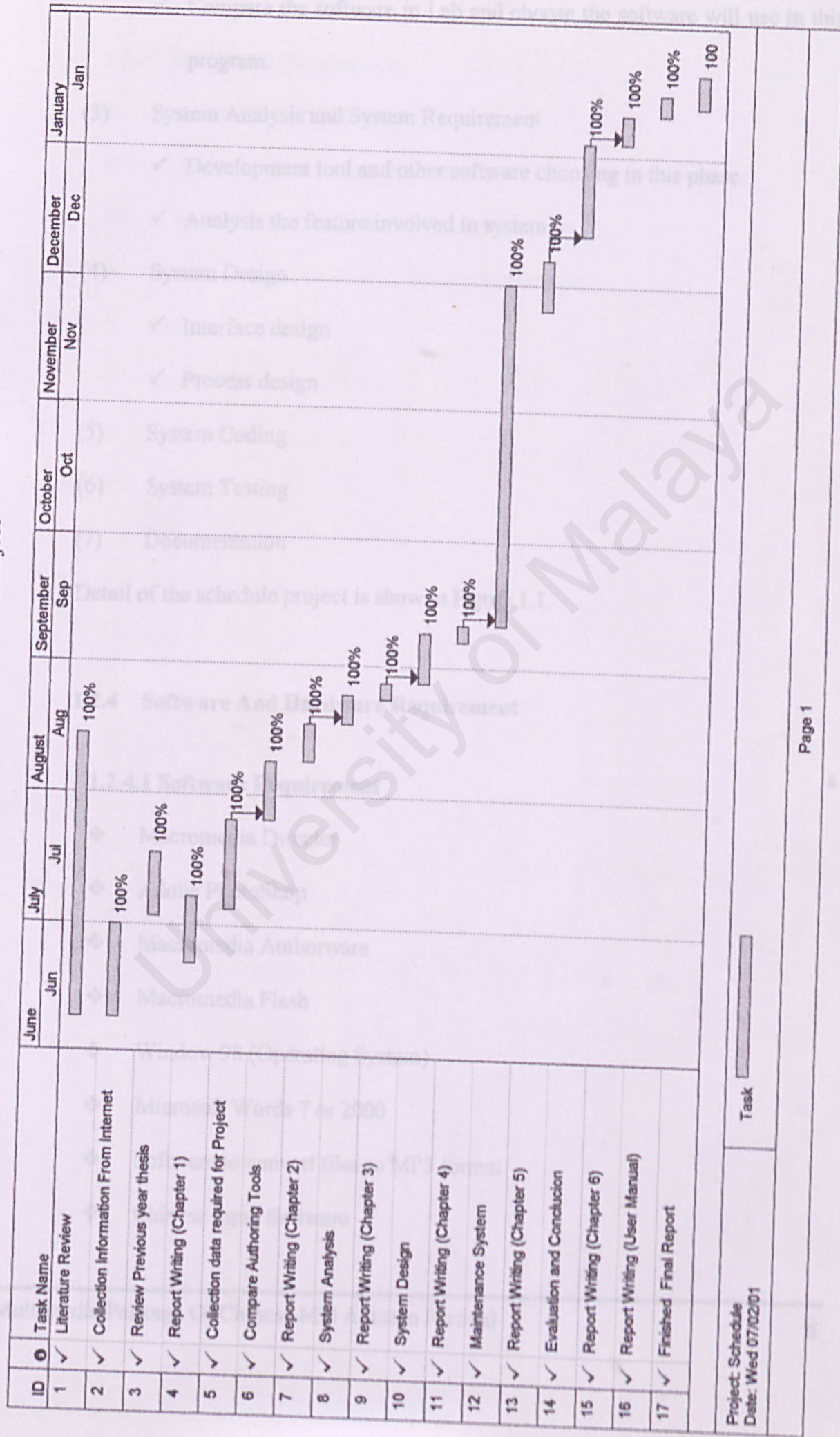
- Collect song from Internet or CD all about the moon festival or related festival.
- Legend of festival, in movie or video form.
- Picture of characters in legends.
- Picture or news on how the Chinese people celebrate this festival in different places.
- Poems about the festival, with explanation in English
- History of the festival
- The moon cakes through the ages

### 1.2.4 Project Schedule

- (1) Collection of Information about the festival
  - ✓ Collect information from library, internet
  - ✓ Analyse the information, to be included into the system
- (2) Literature Review
  - ✓ Literature review and system study



Figure 1.1 Schedule Of Project





- ✓ Compare the software in Lab and choose the software will use in this program.

(3) System Analysis and System Requirement

- ✓ Development tool and other software choosing in this phase
- ✓ Analysis the feature involved in system

(4) System Design

- ✓ Interface design
- ✓ Process design

(5) System Coding

(6) System Testing

(7) Documentation

Detail of the schedule project is show in Figure 1.1.

## 1.2.4 Software And Hardware Requirement

### 1.2.4.1 Software Requirement

- ❖ Macromedia Director
- ❖ Adobe PhotoShop
- ❖ Macromedia Authorware
- ❖ Macromedia Flash
- ❖ Window 98 (Operating System)
- ❖ Microsoft Words 7 or 2000
- ❖ Software to convert files to MP3 format
- ❖ Chinese input Software

## REFERENCE

### 1.2.4.2 Hardware Requirement

- ❖ At least 16 MB RAM
- ❖ At least one 1.44 floppy disk driver
- ❖ A hard disk with at least 12 MB of free space
- ❖ System equipped with a SVGA graphics adaptor
- ❖ Mouse
- ❖ Keyboard Printer
- ❖ CD Writer
- ❖ Speaker

## REFERENCE

- [1] Fred T. Hofstetter, Multimedia Literacy, Second Edition, McGraw-Hill, 1997
- [2] Dave Hillman, Multimedia at Montgomery College Page
- [3] P.A. Gantt, Maximizing Multimedia For Training Purpose
- [4] <http://peacock.tnjc.edu.tw/MOON/moon.html>

CHAPTER 2  
LITERATURE REVIEW



## CHAPTER 2 LITERATURE REVIEW

### 2.0 Existing Web Site

Chinese Mid Autumn Festival is one of the important festivals for Chinese. Many web developers had created the web sites to introduce the festival to more people, especially non-Chinese.

The result of the searching through the Internet for existing Web Sites about this Festival shows that the Web Sites are create by government, individuals or organization. The purpose for creating the web site is also different with the developers.

Below is review of some of the web sites and their descriptions.

### CHAPTER 2

## LITERATURE REVIEW

#### 2.0.1 Mid-Autumn Festival

<http://www.163.com>

This web site is created to attract Chinese to visit about the Mid Autumn Festival Page is one of the first web site created to introduce the festival. There is not much information about the festival, just the general idea about the meaning brought by the festival, the food of festival and other celebration. All information is presented in Chinese in English. The web site is a Chinese website, the language you want to read in Chinese.

#### 2.0.2 Mid-Autumn Festival

<http://www.163.com>

## CHAPTER 2 LITERATURE REVIEW

### 2.0 Exiting Web Site

Chinese Mid Autumn Festival is one of the important festivals for Chinese. Many web developers had created the web sites to introduce the festival to more people, especially non-Chinese.

The result of the searching through the Internet for exiting Web Sites about this Festival shows that the Web Sites are create by government, individuals or organization. The purpose for creating the web site is also different with the developers.

Below is review of some of the web sites and brief description of the content.

#### 2.0.1 Mid-Autumn Festival

(<http://www.china-contact.com/www/autumn.html>)

This web site is created to introduce China to more people. The Mid-Autumn Festival Page is one of the festivals introduced to visitors. In this site, there is not much information about the festival, just the general information like the meaning brought by the festival, the food of festival and other information. All information is presented in text form in English. The web site has a Chinese version for those who want to read in Chinese.

#### 2.0.2 Mid-Autumn Festival

(<http://www.ntu.edu.sg/home1/s7822403g/cindy/introduction.htm>)

This web site is created by a group of students the women Musketeers from the School of Accountancy and Business (Singapore), in 1997. The language of the web site is English. The features in this web site include the legend, festival in Taiwan and Singapore, moon cake varieties and recipes. All the information are presented using text form but not the multimedia form. As the web site is a simple web site, it does not provide information about the festival history.

### 2.0.3 Moon Cake Festival

(<http://www.ntu.edu.sg/home1/s7835301e/project/homepage.htm>)

This web site is also created by students from the School of Accountancy and Business (Singapore). English is the language used to present the information. The features in this web site include legend, celebration in Singapore and other place like China, Taiwan and Japan, different types of moon cake and recipe and also links to the restaurant, which are famous with moon cake in Singapore. This web site is the project of the students; there is not much information about the festival, but more focused on moon cakes only.

The legends of the festival are presented using pictures, more interesting compared with using text. The character of the legend is Chang-Er. An other story presented using picture is the origin of moon cake.

### 2.0.4 China Town Page

(<http://www.chinatown.com.my/ack/culture/moon/mooncake.html>)



This is a Malaysian web page created by China Town. The purpose of the web site is to introduce the festival to all visitors to China Town Web Site. Inside the web page, information include the history of Festival, the moon cake, legend (Chang-Er, Yu Tu, Zhu Yuan Zhang, Tang Ming Huang). All the information is presented through text in Chinese. In this web site, there are animations on some of the pictures, but not truly multimedia.

**2.0.5 Enjoying the Wind and Moon Together -- Mid-Autumn Festival**

([http://www.gio.gov.tw/info/festival\\_c/moon\\_e/moon.htm](http://www.gio.gov.tw/info/festival_c/moon_e/moon.htm))

This web site is created by the government of Taiwan to list out the holidays in the Republic of China (Taiwan). Because the main purpose of the web site is to introduce the holidays in the Republic of China (Holidays associated with the traditional lunar calendar and official holidays which are celebrated according to the western calendar), the type of presentation used the simple form – text. All the description like Sacrificing to the Moon Goddess, Legend of Eating Moon cakes, moon appreciation, pomeloes (one of the festival foods), and legends are simple and short.

**2.0.6 月亮**

(<http://www.moon.com.cn/home/>)

This is the China's Web and it is the most complete about the festival. The web site gives information about the moon, including the Mid Autumn Festival (also call moon festival). The features included in this site are

Feature Pages	Content
Tale	Different tales related with moon festival
Moon cake	History of moon cake, differentiation of moon cake, type of storing, recipe of moon cake and moon cake producers.
Appreciate Moon	Different places will produce the different face of the moon. Description of the different feeling in a few best places to appreciate moon.
Poem	The poems according to the dynasty.
Scene	Description of the real moon. Photos of the moon.
Card	Send a card to friends to celebrate the festival together.

2.0.7 月Moon Cake

(<http://www.yuebing.net.cn/index.asp>)

The web site is created by a Chinese 's business company. The information about the festival are complete. The information from this site has some differences from previous site. The features of the web site are:

Feature	Description
Tale	Tale about the festival, including the history, legend like Chang Er, Dang Ming Huang, jade rabbit and so on
Literary quotation of	Many information about moon cake like



moon cake	history, tale
Knowledge of moon cake	Different types of the moon cake, type of storing moon cake, which should not eat the moon cake, how to drink tea with eating moon cake, recipe of moon cake, tools for making moon cake.
Festival's poem	Poems divided by the dynasty. This site also collects the poem on new generation and also non- Chinese poems.
Guest book	For visitors to leave the comment.
Market Place	To allow the business partner to transmit the news of their company
Card	Prepare a card to allow visitor to send the card to anyone
News	News of China about moon cake or festival
Biscuits Producer	Link to the biscuits producers in China. And allow new business partners to join in.

2.1 Multimedia Software

There are some core programs we will need to begin even the most basic multimedia production. According the book title “Getting started in Multimedia Design”, chapter 4, [1] software tools can be divided into nine groups, or families (Table 2.1):

- | Special Effects/Utilities      | Sound Editing   | Image Editing  | 3-D and Animation |
|--------------------------------|---|--|-------------------|
| 1. Images editing and painting | 2. Presentation software  | 3. 3-D and animation                                       | 4. Sound editing  |
| 2. Drawing application         | 7. Multimedia authoring (also known as multimedia assembly or multimedia assembly or multimedia production) | 8. Special effects/utilities programs                      | 5. Video editing  |
| 3. 3-D and animation           | 8. Special effects/utilities programs   | 9. Internet programs: page layout and/or HTML text editing |                   |
| 4. Sound editing               |   |  |                   |
| 5. Video editing               |   |  |                   |



Table 2.1 The Nine Multimedia Software Families Typical Application are listed for each of the nine major software families.

3-D and Animation	Image Editing	Sound Editing	Special Effects/Utilities
Alias Sketch (Mac) Autodesk 3D Studio (Win) Elastic Reality * Elastic Image * Extreme 3D * Macromedia Extreme 3D MacroModel (Mac) Ray Dream Studio (Mac) Soft Image Specular Infini-D (Mac) Specular LogoMotion StrataStudio Pro (Win) TrueSpace/SE Vision 3-D (Mac)	Adobe Photoshop * Fractal Design Painter * HSC Live Picture (Mac) * Macromedia xRes * Picture Publisher (Win) SuperPaint (Mac)	Alchemy (Win) AudioMedia (Mac) Audio Shop (Win) CyberSound FX Deck II * Encore (Win) Macrom. Sound Edit 16 * Master Tracks Pro (Win) Midisoft Studio (Win) Session (Mac) Sound Designer II Sound Forge (Win) Turbo Trax (Win) Wave for Windows	Adobe AfterEffects * Adobe Gallery Effects Adobe Fetch (Mac) Adobe Texturemaker Adobe Type Manager Corel CD Creator DeBabelizer (Mac) * FontMonger (Win) Fractal Design Poser HyJaack (Win) * Kal's Poser Tools * KPT Bryce * Kudo Image Browser Media Cataloger Microtek ScanWizard * Morph * Page/Edges PhotoMorph (Win) Strata MediaPaint Strata Instant Replay TextureScape (Mac) Typestry (Win) Typo/Graphics Edges UtiliMatte (Mac) *
Presentation		Multimedia Authoring	
Action (Win) Adobe Persuasion * Astound (Mac) * Charisma (Mac) Claris Impact (Mac) Compel (Win) Microsoft PowerPoint * Softcraft Presenter (Win)	Drawing Programs Adobe Illustrator * ClarisDraw (Mac) CorelDraw (Win) Deneba Canvas Macromedia Freehand * Micrografx Designer (Win) Multimed. Designer (Win) Windows Draw	Apple HyperCard (Mac) * Apple Media Tool Asymetrix ToolBook (Win) Digital Chisel (Mac) Icon Author (Win) Innovus Multimedia Macromedia Director * Macromedia Authorwave * Oracle Media Objects Strata Media Forge SuperCard *	
Internet Tools		Video Editing	
Adobe Acrobat * Adobe PageMill * Adobe SiteMill * Artbeats Web Tools Macromedia Shockwave * Microsoft Front Page * NaviPress Netscape Gold *	Adobe Premiere Media Merge (Win) Transjammer Plug-ins VidEdit for Windows Video Director (Win) VideoShop (Mac)		

Write put an asterisk by programs that writer personally recommend



## 2.1.1 Images Editing

### 2.1.1.1 Adobe PhotoShop 5.5

For a long time now, Photoshop has been the standard for print, publishing, and photo editing of graphics. However, one thing that has always been lacking in Photoshop was the ability to easily convert and optimize graphics for the web. In the past year, Adobe came up with a solution: ImageReady.

Despite this new product, web graphic designers still were required to purchase both products if they wanted to use Adobe products. Photoshop alone was not fully capable of managing web graphics, but it still held powerful editing capabilities, so many designers were not willing to switch over to a different product. But all that changes with Photoshop 5.5.

The new features into Photoshop 5.5

- A new Jump To feature that allows one to switch between both programs.
- A new Save For Web option that automatically opens up a compact version of ImageReady to allow developer to save developer's file properly.
- A button on the Toolbar that lets developer open up ImageReady.
- The ability to estimate JPEG file size when saving to JPEG.

This close integration allows Photoshop to be extremely capable of handling web graphics. This is probably the most important new feature to Photoshop and is very well integrated and will make the tasks much easier for many web designers.



In addition to this feature, Photoshop 5.5 also has a few new features. Making transparencies are now much easier with a new Extract feature in the Image menu. To ease the export of a transparent file, Adobe added a Transparency Export Wizard.

The loading of Photoshop has become a bit slower, but that can be attributed to the new feature additions. It is still a memory hog, but then again, it always has been. But the program still allows developer to adjust memory settings, which make it completely bearable if the right settings are chosen.

The interface and capabilities of 5.5 are the same as 5.0. The new colour management features of 5.0 are still working sound in 5.5 [1].

Pros:	Integration of ImageReady and Photoshop a definite plus. Rock solid graphics creation program.
Cons:	Still slow loading

2.1.1.2 Paint Shop Pro 6

Goatrock [2], started that all the paint and photo retouch tools are available, including more than eight selection tools, 19 retouch tools, RGB and specialty colour palettes, and a large assortment of colour and light adjustments. The lifesaving clone and colour replacement brushes remain popular features for those artists who touch up photographs or need to manipulate graphics to a minute degree.

The lists of new or improved features in Paint Shop Pro 6 are almost too numerous to mention. Paint Shop Pro 6 now supports over 200 digital cameras and has improved the already admirable scanner support. Control panels for the various

The native video format for Windows computers is Audio/Video Interleaved (avi) files. Macintoshes use QuickTime (qt or mov) as its native video format. Once video is obtained, it may need editing via software. Because of the large size of digital video, codecs are used to compress movie files so they are small enough to deliver over the Internet. Another reason for using codecs is reducing the data transfer rate. Some computers with older hardware cannot deliver video from the hard drive fast enough, causing choppy video. Reducing transfer rate can help deliver better playback rate, but at the expense of video quality. [3]

### 2.1.2.1 Adobe Premiere 5.0

Premiere is used to transfer digital video for editing. Premiere is the software equivalent of a video studio, allowing for non-linear editing, the ability to splice together different video and audio tracks. Special effects can be added throughout the video, transitions can be added, and layering of clips can be done. [3]

Right now, Adobe Premiere stands alone as the only powerful desktop video editing system. With extensive features and an intuitive interface, Premiere does an impressive job bridging the gap between novice and professional. And it can be particularly useful for the Web developer: The numerous transitions and effects title generator, and ability to generate a CMX edit-decision within the program.

Premiere allows complete freedom to move and change shots because the material is not actually spliced together in linear form until it is complete (Non-linear editing). Premiere can digitise shots from videotape into QuickTime files (Video capture). Compression of Premiere will reduce the quality of detail in the video image, in order



to reduce the size of the QuickTime file it is stored in. Off-line editing terminology of Premiere make the files small, lower quality source clips allow, more material to be stored, and faster previewing of edited versions. Files are typically 0.5 megabytes per second. [4]

Adobe Premiere also lets developer easily cut parts of clips or movies out of the movie developer are editing. Moreover, developer can add and/or edit sound tracks, apply a multitude of special effects and transitions or do superimposing, often with only just a few mouse clicks [5].

Now that Premiere 5.1 and QuickTime 3 are available for the Macintosh OS and Windows alike, it's easier than ever to set up a multi platform editing shop. developer can move Premiere 5.1 projects between platforms, but to ensure a smooth journey, keep the following tips in mind. [6]

### 2.1.3 What is Authoring System?

According to the Multimedia FAQ, an authoring System is a program which has pre-programmed elements for the development of interactive multimedia software titles. Authoring systems vary widely in orientation, capabilities, and learning curve. Furthermore the FAQ says that. Whether developer realize it or not, authoring is actually just a speeded-up from of programming; developer do not need to know the intricacies of a programming language, or worse, an API, but developer do need to understand how program work [7]

Advantages of authoring tools include:

- Ability to do fast prototyping
- Ease of expanding the prototype to full system
- Ease of use
- Built-in multimedia capabilities
- Less need for programming expertise

Disadvantages of authoring tools include:

- Slow execution
- Poor data handling

#### **2.1.3.1 Macromedia Director**

If developers are seeking the ultimate in professional control for creating animations, Macromedia Director delivers both on and off the Web. Director is the tool of choice for delivering animations that go into interactive multimedia games, and entertainment and educational titles. With huge file sizes, these titles are typically delivered on CD-ROM. However, the strengths that make Director ideal for delivering animations for CD-ROM can also apply equally to delivering animations for the Web.

Director is by far the priciest option we looked at for creating animations for the Web. But it's also by far the most sophisticated. If developer requires precise control over timing, interactivity, and the ability to write custom scripts for any kind of multimedia action, Director can't be beat.



tools now have a roll-up feature that lets developer keep them open on developer's desktop but out of developer's way. They display full size when the cursor is over them.

Version 6 now allows developer to not only produce multicoloured gradients, but also allows developer to control the direction and the number of repeats.

Paint Shop Pro 6 now supports vector graphics and text. This adds previously unavailable versatility to developer's ability to create graphics and text. It means developer can resize text and graphics with no quality loss. Developer can also edit text after it has been created, create text in different fonts and colours, and now create text on a path, be it a circle, squiggly line, or whatever.

A complete version of Animation Shop 2 comes with Paint Shop Pro. Animation Shop is a stand-alone gif animator and with it is intuitive wizard and special transition effects, it puts the creation of stunning animations into anyone's reach. It can be run by itself or from within PSP. Improvements in this version include better export and better integration with PSP, and a terrific optimiser. This is extremely important for those of us creating web animations.

Paint Shop Pro version 6 is the best all around tool in its class.

Pros:	Extremely flexible and tremendous graphics power
Cons:	No inherent ability to record macros

2.1.2 Video Editing

As its name implies, Director is about orchestrating all the elements that go into developer's multimedia production. Like Flash, Director uses a time line to arrange and compose pictures, audio, animation, video, and other Director movies. For animation, Director also does key framing, tweening, onion skinning, real time recording and step recording (for recording one step at a time of an animated sequence).

One of Director's most powerful features is Lingo, a programming language that controls the behavior of almost any element in Director. For developer interactivity, Lingo makes it possible to transform animation from something developer watch into something developer participate in. While Lingo is approachable for nonprogrammers, to truly take advantage of its power requires considerable study.

The danger in Director, even more than in Flash, is of developer's files quickly becoming ungainly bandwidth hogs. The only images natively supported by Director are bitmaps, which along with audio and video can quickly start piling on the bytes. Using any of these additional elements in Director requires caution and common sense for deployment over the Web, lest developer build up a monolith of multimedia megalomania.

But now Director offers a new Xtra plug-in, the Flash Asset Xtra, that lets developers add Flash movies to Director titles. Developer can either add entire Flash movies, or individual vector images saved as a Flash movie. That means that developer can integrate vector-based Flash images within the Director environment to take advantage of smaller vector files. [8]



### 2.1.3.2 Macromedia Director 8 Studio

The Director 8 Shockwave Studio allows Web developers to create multimedia presentations that can be viewed over the Web with the company's free Shockwave player. Both the player and the Studio are available for both the Mac and Windows platforms.

The Studio boasts tools for the creation of rich presentations containing both graphical and audio content. It includes the sound editing tools BIAS Peak LE 2.1 (Mac) and Sonic Foundry Sound Forge XP 4.5 (Windows) giving developers control over multiple audio streams, with mixing, pausing, and synchronization features. The Runtime Imaging capabilities give developers the ability to control the rendering engine, taking charge of such functions as off-screen image compositing, graphics generation, and image transitions. Shockwave content can integrate over 40 different supported file formats; including Flash, Quicktime, and MP3.

The latest version of the Studio offers improved workflow through the new Property Inspector, a centralized tool providing the ability to quickly edit multiple sprite and member properties, and the Cast Manager, providing the developer with a means of sorting multiple assets across large projects. Also included with the Package is the Shockwave Multideveloper Server 2, enabling the development of interactive, collaborative rich-media content such as online multi-player games, messaging, whiteboards, and chat rooms that support up to 1,000 simultaneous developers.

Macromedia has announced (7/25/00) that a future version of the Shockwave player will add support for Intel's Internet 3D Graphics technology. Among other features, the technology provides for multiple resolutions of animations to be represented in a single download for optimal display on a given developer's platform.

[9]

The new feature include in this new package are:

- Basic interface features such as zoomed views, guides and a pasteboard have at last been added
- The redesigned Cast and new Property Inspector both boost efficiency.
- Director 8 offers runtime-imaging controls to improve the end-developer visual experience.
- Director's audio control has been improved with a range of Lingo-based Sound behaviours.
- The new Publish Settings command is based on customisable HTML templates.
- Director 8 makes serious moves into multi-developer Shockwave. [10]

### 2.1.3.3 Macromedia Authorware 5.1

Macromedia Authorware 5.1 is the leading visual rich-media authoring solution for creating Web and online learning applications. As a training developer, instructional designer, educator, or subject matter expert, developer can create



engaging rich-media learning applications, deliver them to employees and customers on the Web, LANs, and CD-ROM, and track student results and the return on developer's training investment.

Authorware 5.1 have some new feature, there are include:

❖ **Enhanced media support**

Authorware delivers direct support for the latest versions of new Web and multimedia formats including:

- Flash 4
- QuickTime 4
- Animated GIF

❖ **New delivery capabilities**

New delivery options make Authorware the most versatile instructional authoring tool available.

- Macintosh Player
- Minimal Web player

❖ **Improved usability**

Authorware's interface becomes even more productive with usability enhancements that streamline developer's workflow.

- Custom model palettes

- Context Menus
- Scrollable Design window

The feature tools of Authorwave are:

- Easy

✓ Intuitive interface	✓ Show-me files
✓ Built-in interactivity	✓ Knowledge Objects
✓ Built-in navigation	✓ The gallery
✓ Built-in data tracking	✓ Custom Knowledge Objects

- Engaging

✓ Flash 4 support	✓ Hyperlinks
✓ QuickTime 4 support	✓ Full text search and retrieval
✓ Anti-aliased text	✓ Custom buttons
✓ Alpha channel	

- Powerful

✓ External content	✓ Xtras - Extend Authorwave with third-party plud-ins.
✓ Media management	✓ Versatile delivery



✓ Batch media handling	✓ ActiveX support
✓ Batch property editing	✓ Cross-platform support
✓ Knowledge track	

• Web

✓ Authorware Web Player	✓ Web Player AutoInstall
✓ Advanced Streamer	✓ RealNetworks server
✓ Low bandwidth audio [11]	

2.1.3.4 Macromedia Flash 4.0

From review by Dave at WebGraphicsCenter [11], writer say Flash 4 opens the doors to flash programming. New scripting capabilities offer developer a real tool when creating games. In the past, complex, fun games have been restricted to Macromedia Director. Not anymore, Flash 4 lets developer literally program like developer would in any other language, but with the ease, and object-oriented interface. Flash 4Actions have never been better in Flash 4. The new actions simplify some task that may have taken hours to do. They also offer new possibilities for interactivity and animation. Effects that just didn't look right, like dragging in Flash 3, now look smooth and continuous.

Flash 4 now has the option of rounded squares. In the past developer would have to create the rounded corners with circles, and very carefully place them in the deleted corners of the squares. Not anymore, now developer can set the radius of the corner, and Flash 4 will do the rest! Definitely a HOT new feature that advances developer's Flash 4 drawing.

There are a few changes in the timeline. Unfortunately only one is good. Flash 4 's timeline can be dragged out of place to become a floating window, very useful when creating large movies. For some reason Flash 4 has lost the very handy coloured frames (used for determining what type of animation is being used). Now developer have to manually change the frame colours so that they aren't the default 'tinted' (uncoloured) colour. Above the timeline is the object/scene indicator. This is a new feature that lets developer follow a path back to sub MC's, graphic, or button instance. Instead of having to go back the main stage, and then going back into developer's MC [12].

Pros:	The new scripting language, actions
Cons:	Scripting is tedious

Flash animation is becoming a standard in web graphics, with its plug-in being bundled with newer versions of Netscape and Internet Explorer. Using vector-based graphics allows for smaller graphics files than standard GIF or JPEG files. Vector-based graphics also scale proportionally to the browser screen, a nice feature that is lacking in other graphics formats. This allows the creation of interactive menus and



graphics that scale, rather than image maps that remain the same size regardless of browser window size. Interactive sounds and be embedded in Flash, making a multimedia presentation. It advantage over Shockwave is its size, but it lacks the level of Shockwave interactivity.

Flash 4.0 adds features like form supports, MP3 audio compression, improved interface, and export to HTML and image formats. [3]

2.1.3.5      Compare Director, Authorware and Flash [13]

	Authorware 5.1	Director	Flash
Overview	CourseBuilder for Dreamweaver is an extension application for Dreamweaver designed for creating Web-based learning and interactive Web pages that doesn't need plug-ins or applets.	Director is the standard for creating and delivering powerful multimedia for the Internet, CD-ROMs and DVD-ROMs.	Flash is the standard for creating vector-based animations and graphics that are extremely beautiful, compact and resizable.

<b>Positioning</b>	The best tool for Web-native learning.	The standard for creating and delivering powerful multimedia.	The solution for producing high-impact vector-based Web sites.
<b>Main use</b>	<ul style="list-style-type: none"><li>• Web-based learning</li><li>• Interactive Web pages</li></ul>	<ul style="list-style-type: none"><li>• Web-based multimedia</li><li>• Demos, presentations</li></ul>	<ul style="list-style-type: none"><li>• High impact branded sites</li><li>• Web site interfaces</li><li>• Narrative animations</li></ul>
<b>Primary Developers</b>	<ul style="list-style-type: none"><li>• Training developers</li><li>• Instructional designers</li><li>• Subject matter experts</li><li>• Web designers</li></ul>	<ul style="list-style-type: none"><li>• Web developers</li><li>• Multimedia professionals</li><li>• Corporate presentation specialists</li></ul>	<ul style="list-style-type: none"><li>• Web designers</li><li>• Animators</li></ul>



<b>Skill Level of Developer</b>	<ul style="list-style-type: none"><li>• 70% of projects require very little technical proficiency</li><li>• 25% of projects require medium level of technical proficiency</li><li>• 5% of projects require high level of technical proficiency</li></ul>	<ul style="list-style-type: none"><li>• 25% of projects require very little technical proficiency</li><li>• 25% of projects require medium level of technical proficiency</li><li>• 50% of projects require high level of technical proficiency</li></ul>	<ul style="list-style-type: none"><li>• 70% of projects require very little technical proficiency</li><li>• 25% of projects require medium level of technical proficiency</li><li>• 5% of projects require high level of technical proficiency</li></ul>
<b>Developer Interface</b>	<b>Developer Interface</b>	Frame-based using a score, powerful scripting language.	Timeline-based, graphical editing tools.

<b>Media Support</b>	<b>Media Support</b>	<b>Import</b>  Text  Graphics  Animation  Audio  Video  <b>Create</b>  Text  Shapes  Animation	<b>Import</b>  Text  Graphics  Audio  <b>Create</b>  Text  Graphics  Shapes  Animation
<b>Media Control</b>	<b>Media Control</b>	Provides tight synchronization and extensive control of media elements.	Provides tight synchronization and control of media elements.

Table 2.1 Comparison Director, Authorware And Flash



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## CHAPTER 3 SYSTEM ANALYSIS

### 3.0 Introduction

The system analysis is part and parcel of the development of the whole package. This analysis will help in the choice of the type of tools to use as well as the functional requirements and non-functional requirements. Both of these are part of the requirements analysis and requirements specifications.

The process of analysis involves the following procedures:

- a) Problem identification
- b) Evaluation and synthesis
- c) Modeling
- d) Specification

## CHAPTER 3

## SYSTEM ANALYSIS

The objective of this analysis is to:

- a) Analyse the various tools available and choose the most suitable
- b) Determine the different models
- c) Determine the hardware and software requirement

### 3.1.1 Problem Identification

Before a new system can be built, we must identify the problem that needs to be solved in order to ensure its success. For this multimedia package, the following problem must be solved before starting the project.

- (i) What type of information should put into the project
- (ii) How to present the information to the user
- (iii) How to put the information into the multimedia package



## CHAPTER 3 SYSTEM ANALYSIS

### 3.0 3.1.2 Introduction and Synthesis

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The process of analysis involves the following procedures:

- a) Problem identification
- b) Evaluation and synthesis
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- d) Specification

The objective of this analysis is to:

- a) Analyse the various tools available and choose the most suitable
- b) Determine the different modules
- c) Determine the hardware and software requirement

#### 3.1.1 Problem Identification

Before a new system can be built, we must identify the problem that needs to be solved in order to ensure its success. For this multimedia package, the following problem must be solved before starting the project.

- (i) What type of information should put into the project
- (ii) How to present the information to the user.
- (iii) How to put the information into the multimedia package.

### 3.1.2 Evaluation and Synthesis

In this state, analysis of the problem needs to be done by dividing the problems into smaller parts so that the problem will be easier to be understood and solved.

The following problems are the system requirements that must be considered:

- (i) Where to collect the information?
- (ii) Mode of presenting the information (text, graphics, video, audio)?
- (iii) What software will be used?
- (iv) What are the requirements when the package is running?

### 3.1.3 Modeling

A model was created to gain a better understanding of the actual entity to be built. The model focuses on what the system will run on. Usually a graphical notation (such as data flow diagram) allows one to have a clear idea when designing system.

This system will have six different modules. This has benefits because if a mistake is made in one of the module, it does not affect other modules and problem can be solved quickly, because the separate module is small.

Another benefit is, after one of the modules is finished, it is easy to evaluate and finally integrate with the other modules if there are no problems.

### 3.1.4 Specification

The requirements specification is a complete listing that defines what the system should do. It would be used in the system design and system analysis testing.



### 3.2 Functional Requirement

Functional requirements refer to functions that the system must have in order to serve precisely the needs of users, or in other words fulfilling the users requirements. The following are the functional requirements for the “Multimedia Package Of Chinese Mid-Autumn Festival” system.

#### 3.2.1 Introduction Module

This module allows users the choice to various aspects of the Festival. This module contains the following sub modules:

- History of Festival

In this module, user can be choosing the different types of the history of the festival; this is because from the reviews, there are different accounts about it.

- Activities organized

In this module, there is a collection of the pictures and the description about the different types of activities organized during festival. Permit users choose the activities they are interested in, to view more detail description.

#### 3.2.2 Legend Modules

This module displays the legends or tales related to the festival in video clip form. All the legends and tales will show on the screen as menu and the user chooses the video clip, by clicking on the picture. The actual video clip will display on the screen.

The video clip can be stopped or replayed. When the user wants to see another video clip, he needs to click on the menu again.

### 3.2.3 Poem Modules

This module will display the poems and their meanings to user. All poems are categorised by the date of creating. In the older days, the moon festival is the reunion festival, and in the older dynasty the man must leave the house to work. Thus, many poems of the festival are about the home sick people or their feelings during the festival.

The poem will be divided into three groups: before the Tang Dynasty, Tang Dynasty and Song Dynasty. This collection does not include the Poems after the Song Dynasty because there are few.

To let the user, who cannot read Chinese, the pronunciation of each word on the Poem will be written below the each of the Chinese word.

This module also will prepare a few questions about the information in the module to test the understanding of the user after using the system. The question will be on the form of fill-in-the blank with chosen from a list of possible answers.

### 3.2.4 Song Modules

Songs and the lyrics of the song will be played after the user chooses the name of the song from the list shown on the screen. Actually there are no songs specifically for this festival. All the songs collected use the moon to express the feelings of the singer. But there are songs that are based on the poem. All of these songs are quite old, but there are also songs written by Malaysia songwriters of the new generation.



### 3.2.5 Festival's Food Modules

This module will introduce a traditional festival food to user. For the new generation, the Moon Cake is the traditional food for the festival, but actually, there are still different types of festival foods of different places. For example, the pomelo is one of the festival foods in Taiwan.

This module contains the following sub modules:

➤ Festival Foods

List all the festival foods of different place like Singapore, Taiwan, China, Malaysia and so on. The presentation shows the name of the food and also a picture.

➤ Evolution of the moon cake

This module will display the picture of the moon cake. Today, the new moon cakes come in with many new tastes like ice cream, chocolate, durian, strawberry and others. The surface of the moon cake also not only round, but also some has cartoon figures like Garfield, or rectangle.

➤ Recipe for moon cake

The recipes of a few types of moon cake are given to let the user who has interest to make the moon cake they. The recipe will be listed out, and it includes a sample of the moon cake. The entire recipes were obtained from the Internet.

### 3.2.6 Celebration Modules

This module will display the news with the news pictures from newspapers or from Internet to user, to show the different types of celebration of the different places. The user needs to click on the list shown on the screen to access the news.

## 3.3 Non-Functional Requirement

Non-Functional Requirements are as important as functional requirements. It is defined as constraints under which the system must operate and the standard, which must be met in the delivered system.

- *User Interface*

The system is required to have an interface that is specifically intended to allow the user to access the internal components of the system in a relatively easy fashion and without having to know specifically how everything is put together or how they work together. A common interface must be created in order to reduce the learning curve of the users. For this system, the user is just using all the common create to access to any location without using keyboard. The mouse will become the main input for this system.

- *Reliability*

The system should be reliable which mean that it does not produce dangerous or costly failures when it is used in a reasonable manner. That is in a manner that a typical user expects as normal. This definition recognizes that a system may not always be use in the ways that the designer expects.

- *Efficiency*



Efficiency means a process or a procedure that can be called or accessed in an unlimited number of times to produce similar outcomes or output at a creditable pace or speed.

- *Simplicity*

Simplicity refers to keeping form and screens properly uncluttered in a manner that focuses the user attention.

- *Maintainability*

A product is maintainable if the programs are easily modified and tested in the case of updating a process to meet a new requirement, correcting errors, or move to a different computer system.

- *Understandability*

Understandability in terms of the coding method used, allows other programmers to understand the logic of program flows, thus changes can be made easily upon the necessary program segment without modifying other essential logic of the program. Simple and clear sentences or messages are displayed so that user can use this system without difficulty.

### 3.4 Choosing A Development Tool

During the first phase of this report, much have been learned about the features on different Authoring tools, video editing tool and image editing software (at the end of the chapter 2). Three authoring tools were compared with their positioning and main use to find out the suitable software that will be used in this system.

Macromedia Director version 7.0, Macromedia Authorware version 5.1 and Macromedia Flash version 4.0 were selected for developing the system. Macromedia Director is an authoring tool while Macromedia Flash is a video creating tool to develop vector images, Macromedia Authorwave is used to create the Quiz because the wizard supports by the software will make development easy, and Adobe Photoshop version 5.0 is used for editing the images or photos.

No audio software is used because Director 7.0 or Flash 4.0 will import the midi or MP3 files to using a feature support.

### 3.4.1 Macromedia Director version 7.0

Director 7 allows the developer to easily combine sound, text and graphics for a true multimedia presentation. Director 7 is not limited to creating web-based presentations though. It is quite capable of creating stand-alone packages that can be distributed on CD-ROM or DVD.

Shockwave interactions will work with any browser capable of using the Shockwave plug-in. Stand-alone package will only work on the computer system they were built on, so to create a cross-platform CD-ROM, developer will need the program on a Macintosh and a Windows.

Lingo is the authoring language for Director 7 that allows developer to extend the basic package to create new interactions. Developer can create quite good material without ever using Lingo. [1]

The advantage of Macromedia Director 7 is that it can save to Shockwave and Java. However, this software also has weaknesses, it is complex for those



who do not have the programming basics because it needs programming skill to achieve full power [2].

### 3.4.2 Macromedia Flash version 4.0

Flash offers the only standard playback of vector graphics and animations in a web browser. Flash files are resolution independent, anti-alias and stream in real-time during playback offering the highest quality viewing experience. Flash movies break the bandwidth barrier with beautiful and compact animations, navigation interface, add banners, logos, technical illustrations, long-form cartoons, interactive, comic books and much more.

With version 4, Macromedia's Flash enters a new realm of relevance in web development. Flash is no longer just the best web animation solution - it is one of the most, if not *the* most, accessible web multimedia development solutions.

Flash 4.0 offers new features for creating lush interactive web sites. New playback features include MP3 streaming audio, text fields for placing user-editable text in a movie, and enhancements to actions that let developers create sophisticated games, forms, and surveys. New authoring features include a streamlined publishing process, a redesigned Library window, a variety of new inspectors, and an enhanced graphical interface.

#### a) MP3 Streaming

Export both streaming and event audio with MP3 compression to create compelling movie sound tracks while maintaining files small enough for

efficient, low-bandwidth delivery. With MP3 file compression, we can finally send audio and synchronized animation to mass audiences on the Web.

### b) Text Fields

These let developers enter personal information or record messages that can reappear later in the program, or effect future events in the program; a real boon to game builders wanting to avoid the complexities of programs like Director. Developer can animate form filling, and suveys too. Place text fields in a movie to let developer's audience edit text while a movie plays. Use text fields to create password entry fields, registration forms, surveys, and other forms for collecting data from developers.

### c) Sophisticated actions

The addition of sophisticated actions that can evaluate events and information while a movie is playing, and change depending on the result, let developers create fully functional interface elements such as slider controls, radio buttons, application menus, and more. Use the new action to duplicate much of the functionality that can be performed with JavaScript and other scripting languages to create movies that maintain cross-browser, cross-platform compatibility so viewers have the same experience regardless of their configuration.

### d) New Library

The redesigned Library window now makes it much easier to manage hundreds of assets for large projects; create folders to organize and store assets. In addition to the name of the symbol, Library window columns now



display symbol type, the number of times the item appears in the movie, and the last modification date; sort library items by any of the columns.

e) Edit-in-Place

Animating in Flash frequently requires building a smaller animation and moving it whole in relation to another scene or background. Now we can see the new work in its context while designing or drawing, instead of going back and forth tediously between drawing and viewing windows. Very important!

f) New "Publisher"

Flash used to employ a stand-alone utility to compose an HTML page with developer's finished Flash movie embedded within. This process requires many decisions based upon developer's anticipated audience, their browser and modem speed, etc. This is much more effectively handled now from within the program itself. And I hope, with increased reliability.

g) Smarter Interface

Flash's quirky interface has been streamlined in important ways, making movements easier to create, sounds easier to synch, motion paths for animated objects much more simple and flexible, and the layer system easier to manipulate.

These changes are just *obviously* exciting to those who use Flash a lot. Flash will on its climb toward market dominance. [3]

### 3.4.3 Adobe Photoshop 5.0

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These changes are just *obviously* exciting to those who use Flash a lot. Flash will on its climb toward market dominance. [3]

### 3.4.3 Adobe Photoshop 5.0



Adobe Photoshop 5.0 is, indeed, an arsenal of tools that formal artists can explode with. That does not leave the inexperienced artist or photographer out of the picture (no pun intended). Included in Adobe's release of Photoshop 5.0 are so many bells and whistles that a newcomer to this software's expansive array of tools can feel like a pro from the onset. Photoshop 5.0's manual and tutorials are concise and clear. They cut to the chase and provide the Photoshop novice with an easy to understand overview of putting this powerful program to work right away.

The advantages of Adobe Photoshop 5.0 compared with other software are:

- Unlimited undo levels
- Histories of developer's editing steps
- Built-in effects that polish developer's work with a click
- Edit-able/format-able text (with effects like drop shadows and glows)
- A multitude of assignable swap disks (for those working on huge projects)
- 3D modeling effects (though not intuitive or versatile for newcomers)
- Added gradient styles
- Some newly added editing and production tools (which will prove of value once veterans learn all the re-assigned shortcut keys)
- Greatly improved selection tools
- Ability to import Adobe Acrobat Portable Document Files (.PDF) and render them edit-able

Photoshop 5.0 is fast, powerful, versatile and most important -- stable! The program did its job and handled these large files elegantly. The various layer functions making up the composite of my image editing projects are certainly the

heartbeat of the software. It is within these layers that mask, selections, channels, filters and editing play their rolls. The layers in Photoshop set the stage for a rewarding performance.

Photoshop 5.0 all the major manufacturers of the most popular plug-ins announced their compatibility with version 5.0. In some cases a free update or patch was necessary (via the web for those connected). If it is good enough for the pros, the amateur Photoshop developer will find this plug-ins handy and versatile as well.

As one gains comfort and expertise with Photoshop 5.0's tools and commands, the use of shortcut keys is a must for productivity... and Photoshop is filled and overflowing with them. [4]

#### 3.4.4 Irfan view 32

This is free software from Internet. This software can do the effect easily to the words picture using in the project.

#### 3.4.5 Chinese Star 2.97.6

Chinese Star been using for the project because of the feature support, the feature are as below:

- Font style
  - Chinese Star had support a few style of Chinese words, this can make the project look nicely.
- Easy using



Chinese Star easy using because it can use the Pin Yin to write the Chinese words. For all the Chinese student or non-Chinese student but can read in Chinese can use it.

### 3.5 Hardware And Software Requirement

#### 3.5.1 Hardware Requirements

- Intel Pentium 90 (Pentium II recommended) or equivalent processor running Windows 95/98 or NT version 4.0 or later
- 32 MB of RAM plus 20 MB of available disk space
- Colour monitor
- CD-Rom drive
- Scanner
- Mouse
- 4M SVGA graphics adapter
- CD Writer
- Keyboard
- Speaker
- Sound recorded
- 16 bit soundcard

#### 3.5.2 Software Requirements

- Flash ActiveX control

- Windows 95/98 or Window NT Version 4.0 or latest
- Microsoft Word 98 or latest

[1] Type Review - Director 7 Shockwave Internet Studio,

<http://www.ultra.net.au/~alford/software/dir7.html>

[2] Owen Linderholm, Multimedia Scores A Directional Triumph, March 1999,

<http://www.winner.com/library/1999/0301/rev/043.htm>

[3] Flash 4 is "The One"

<http://animation.about.com/arts/animation/library/week15/art6747.htm>

[4] Marc B. Blake, Photoshop 5.0 Review, 1 Jan 2000,

<http://www.dirbello.com/adobe/ photoshop5review.html>



## REFERENCE:

- [1] Lynn, J. Alford, PIB - Software Review - Director 7 Shockwave Internet Studio,

<http://www.ultra.net.au/~alford/software/dir7.html>

- [2] Owen Linderholm, Macromedia Scores A Directorial Triumph, March 1999,

<http://www.winmag.com/library/1999/0301/rev0043.htm>

- [3] Flash 4 is "The One"

<http://animation.about.com/arts/animation/library/weekly/aa082499.htm>

- [4] Marc B. Blake, Photoshop 5.0 Review, 1 Jan 2000,

<http://www.dtphelp.com/adobe/photoshop5review.html>

CHAPTER 4  
SYSTEM DESIGN

University of Malaysia

## CHAPTER 4 SYSTEM DESIGN

### 4.0 Introduction

After reviewing the development tools from the literature (Chapter 2), and after finishing the system analysis, development of the system can proceed. The system design must be determined before starting to develop any system. This chapter includes the methodology to be used to develop the system, describing the system flow and the interface of the system.

### 4.1 Methodology

There are many types of development model in the software engineering such as waterfall model, spiral model, and prototyping model. For the development of this project, the prototype model is selected since the prototyping model allows all or parts of a system to be completed quickly and to understand and clarify system needs.

Prototyping enables the developer to create a model of software that must be built. A prototype is developed rapidly so that the user may access results and recommend changes.

The prototype model begins with requirement gathering and analysis. After identifying the known requirements a quick design is carried out and then a prototype is constructed. The prototype is then evaluated by the end-user. Retirement and corrections of the requirement are made after the evaluation. Process iteration occurs until it satisfies the needs of the end users or until the prototype has evolved into a production system.



## CHAPTER 4 SYSTEM DESIGN

### 4.0 Introduction

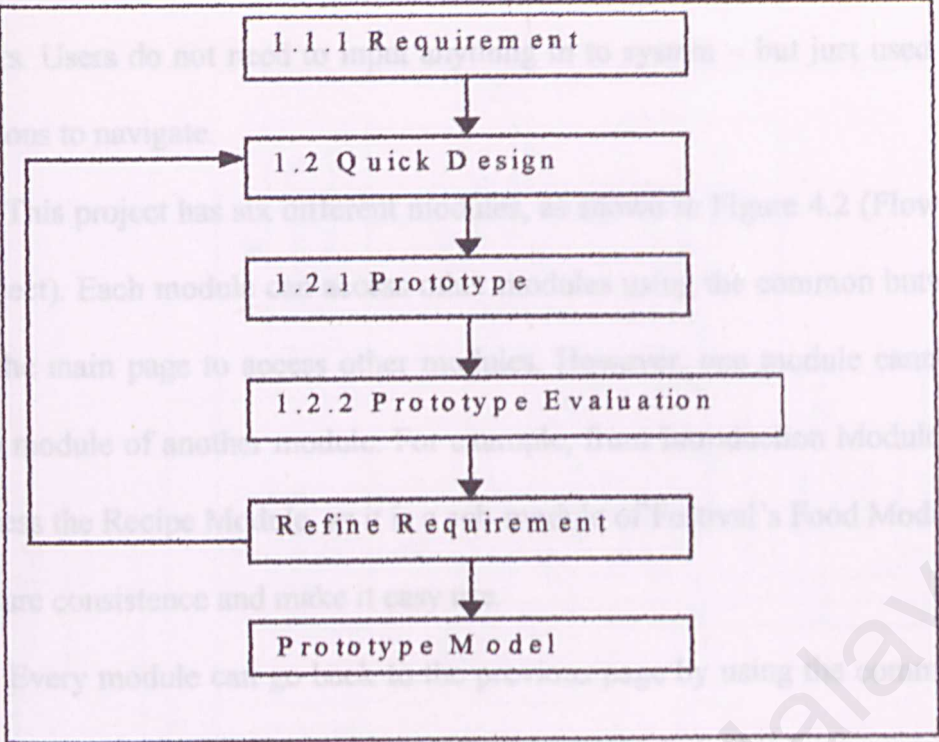
After reviewing the development tools from the literature (Chapter 2), and after finishing the system analysis, development of the system can be processed. The system design must be determined before starting to develop any system. This chapter includes the methodology to be used to develop the system, describing the system flow and the interface of the system.

### 4.1 Methodology

There are many types of development model in the software engineering such as waterfall model, spiral model and other. During the development of this project, the prototype model is selected since the prototyping model allows all or parts of a system to be completed quickly and to understand or clarify system needs.

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The prototype model design with requirement gathering and analysis. After identifying the entire known requirements a quick design is carried out and then a prototype is constructed. The prototype is then evaluated by the end-user. Retirement and corrections of the requirement are made after the evaluation. Process iteration occurs until it satisfies the needs of the end users or until the prototype has evolved into a production system.



**Figure 4. 1 Prototype Model**

The prototype model is used because:

- (a) Changes can be made early in development
- (b) System developed can meet users more closely
- (c) It provides a common baseline and frame. Developers and users can communicate better.
- (d) The developer can understand the system much better

**4.2 System Flow**



This project is a presentation system that is it displays all the data and information to users. Users do not need to input anything in to system – but just used the common buttons to navigate.

This project has six different modules, as shown in Figure 4.2 (Flow Chart of the project). Each module can access other modules using the common button, or access to the main page to access other modules. However, one module cannot access the sub module of another module. For example, from Introduction Module, user cannot access the Recipe Module, as it is a sub-module of Festival's Food Module. This is to ensure consistence and make it easy use.

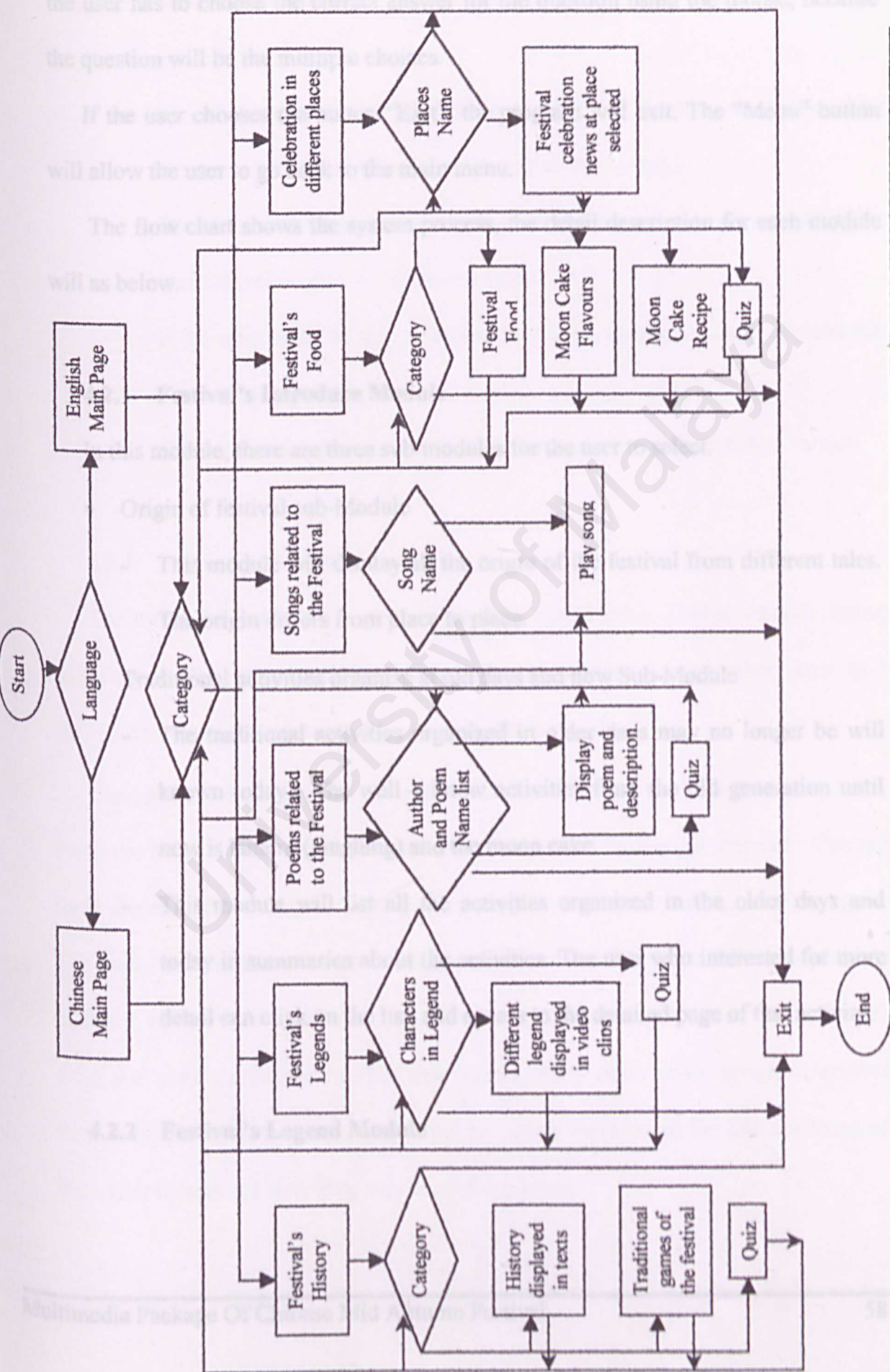
Every module can go back to the previous page by using the common button, or go to next page or continuing page, all through the click of the mouse.

This project will have two different versions – a Chinese version, for the users can read in Chinese, and an English version for other who do not read Chinese but are interested in the information. At the start of the project, the user will be asked to choose the version they want to access, or user can change the version after the main page.

User can access either sub-module at any time. Additionally, the user can also access another module when they at this module. The process will not go to the main menu because the buttons on every page of the module will allow the user to exit or access the what page they are interested.

The user also can choose to go back to a previously accessed page, but only one page before.

This module does not need any user's input, except at the Quiz Sub-Module, where the user has to choose the correct answer for the question using the mouse, because the question will be displayed on the screen. If the user chooses the correct answer, The "Main" button will allow the user to go to the main menu. The flow chart shows the system design for each module will as below.





This module does not need any user's input, except at the Quiz Sub-Module, where the user has to choose the correct answer for the question using the mouse, because the question will be the multiple choices.

If the user chooses the button "Exit", the program will exit. The "Menu" button will allow the user to go back to the main menu.

The flow chart shows the system process, the detail description for each module will as below.

### 4.2.1 Festival's Introduce Module

In this module, there are three sub-modules for the user to select.

- Origin of festival sub-Module

- This module will display all the origin of the festival from different tales.

The origin differs from place to place.

- Traditional activities organize at old days and now Sub-Module

- The traditional activities organized in older days may no longer be will known today. The well – know activities from the old generation until now is lantern (tanglung) and the moon cake.

- This module will list all the activities organized in the older days and today in summaries about the activities. The user who interested for more detail can click on the list, and access to the detailed page of that activity.

### 4.2.2 Festival's Legend Module

This will contain the video clip session of the project because all the information displayed consists of video clips. There are two sub modules:

- Legend Sub Module

- List of the legends and tales of the festival will show on the screen. The user can choose any video to be played on the screen.
- The video will play at one “window” of the screen and will not affect the user from changing to a different video.
- If the user wants to stop or replay the video, he/she can do it because the Flash software allows that.
- The same video is shown in the Chinese version and the English version.

### 4.2.3 Festival Poems Module

The moon festival is the reunion festival for the Chinese. This is because during this festival, the moon will be the most round compared with other days, and “圓”(round) have the meaning of ‘perfect’ to Chinese.

During the old dynasty, all the men who wanted to get the high jobs, they must leave the home to take a public examination organized by the government. The top three students only will get the good jobs; other will need to take examination again. They need to wait for one year or sometime three years for the next examination. In addition, at that time there was no public transport, and it took a long time to travel from one place to other place. For this reason, many poets wrote poems to express their feelings. From the collection of poems, many represented the homesickness of the writer because of their long stay away from home.



In the module, the user can choose the poem title from the list of the poems, which are divided according to different dynasty in China. The poem will be displayed when the user click on the poem's title. The Romanised pronunciation of each word in the poem will be displayed; this help the reader who cannot read Chinese. The meaning behind each poem will also be explained in detail.

Quiz Sub Module will test the user's knowledge about the poems. The quiz includes using multiple-choice questions to ask the user to fill in the blank with the right word from the choices given. Every time the user accesses the module he will not get the same set of questions because the questions will chosen by the system at random. The marks of the user will be displayed at the end of the quiz.

#### 4.2.4 Songs Related To The Festival Module

From the collection of songs from the Internet and CDs, there are no songs written specifically for the festival. The only relationship between the songs and the festival is the use the moon as the character of the song.

When a user selects the song he/she is interested in, the song will play. At the same, time the lyrics of the song will also be displayed on the screen. The user can choose to stop the song anytime or replay the song after it is finished.

If the user wants to choose another song, he selected it from the list of songs again, as done in the previous screen.

If the user chooses to access other modules when the song is still playing, the song will stop automatically after the user click on any button. This is to avoid conflict between the modules.

#### 4.2.5 Festival Foods Module

This module has four sub modules.

- Festival Foods Sub-Module
  - Describes a few festival foods still famous now, like pomelo, moon cake and others.
  - For each food, a picture and the meaning of eating the food will be displayed.
  - User clicks on the list to get detailed information about the festival foods.
- Origin of Moon Cake Sub-Module
  - There are many different stories on the origin of the moon cake.
  - All the stories or tales will be listed out and arranged according to the origin year, and user can choose see details of those they are interested in
  - The story will be present using text form because the story is short, and related pictures will also be shown.
- Moon Cake Sub-Module
  - User can choose to have a look of the different types of moon cakes available in market now, from the list of moon cake pictures. When the user clicks on the picture of the moon cake, the type of flavour of moon cake will be displayed besides the moon cake, while the picture of the moon cake will zoom out to become bigger.
  - User can choose to see other flavours by clicking on the list shown below the page.



- **Recipe Moon Cake Sub-Module**

- This module prepares a few recipes of moon cake to allow the user to choose.
- When the user clicks on the name of moon cake, the recipe will be displayed, and in addition, the ingredients needed to make the moon cake at home are also displayed.
- User chooses other recipes by clicking on the other moon cake name listed below on the screen.

### **4.2.6 Celebration Module**

The module allows the user to get the news of the celebration festival in different countries by clicking on the link. The news is obtained from the Internet and also newspapers.

A user clicks on the existing news list on the screen, to display the detail of the news and pictures of the celebration.

## **4.3 System Interface**

The system interface is an important part of the system, because the interface will give the first impression about the system to users. If the interface is friendly, it will be easy for the users to use and access to what they want.

Before starting on the development, the rough layout of the interface of a few main pages must in mind. The descriptions of the few main pages are as follow.

**4.3.1 Opening Page**

The opening page is an important part of the whole system. This is because this system has two different versions Chinese and English. If the user does not choose the version at start, the system cannot run. The opening page interface will be designed as shown in Figure 4.3.

The user clicks choose the language version. The menu page will display.



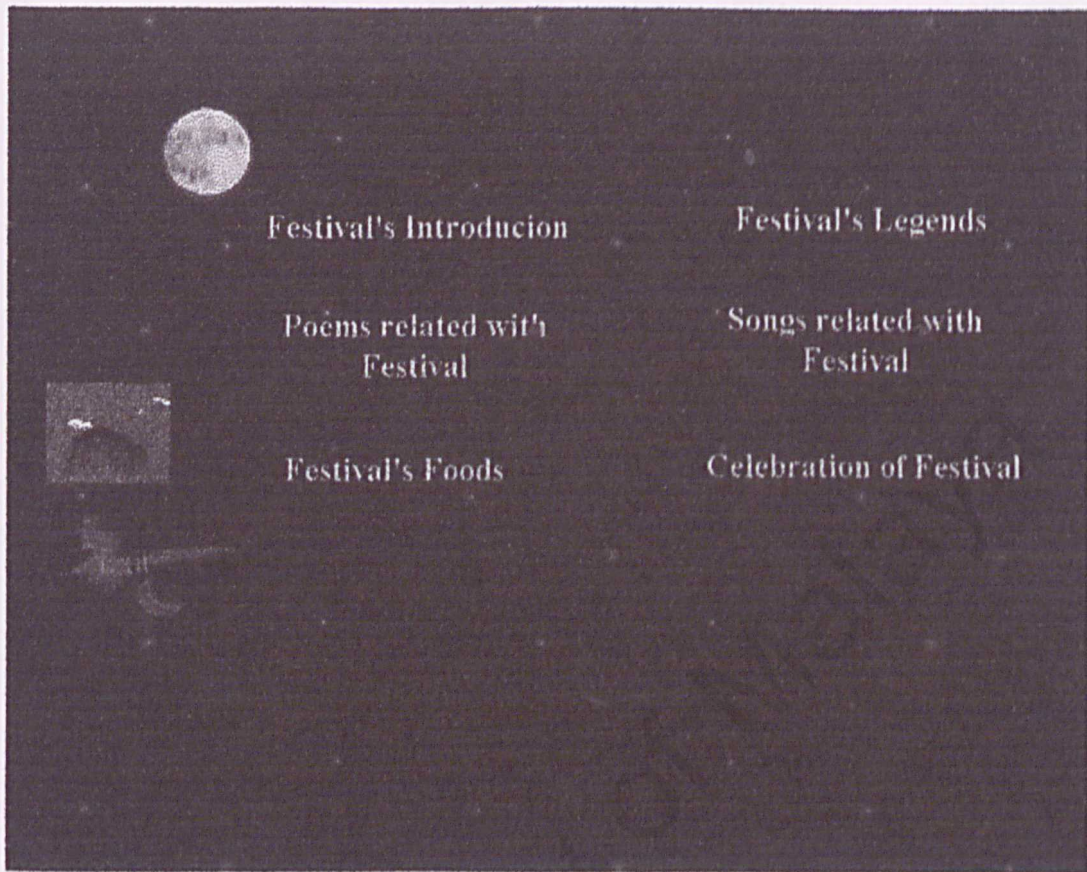
**Figure 4.3 Opening Main Page**

**4.3.2 Menu Page**

The user chooses the module to access from the menu page. Figure 4.4 shows the menu page of the English version.



User clicks to access the sub modules in this six main modules. User can click the Exit button to exit the system.



**Figure 4.4 Menu Page**

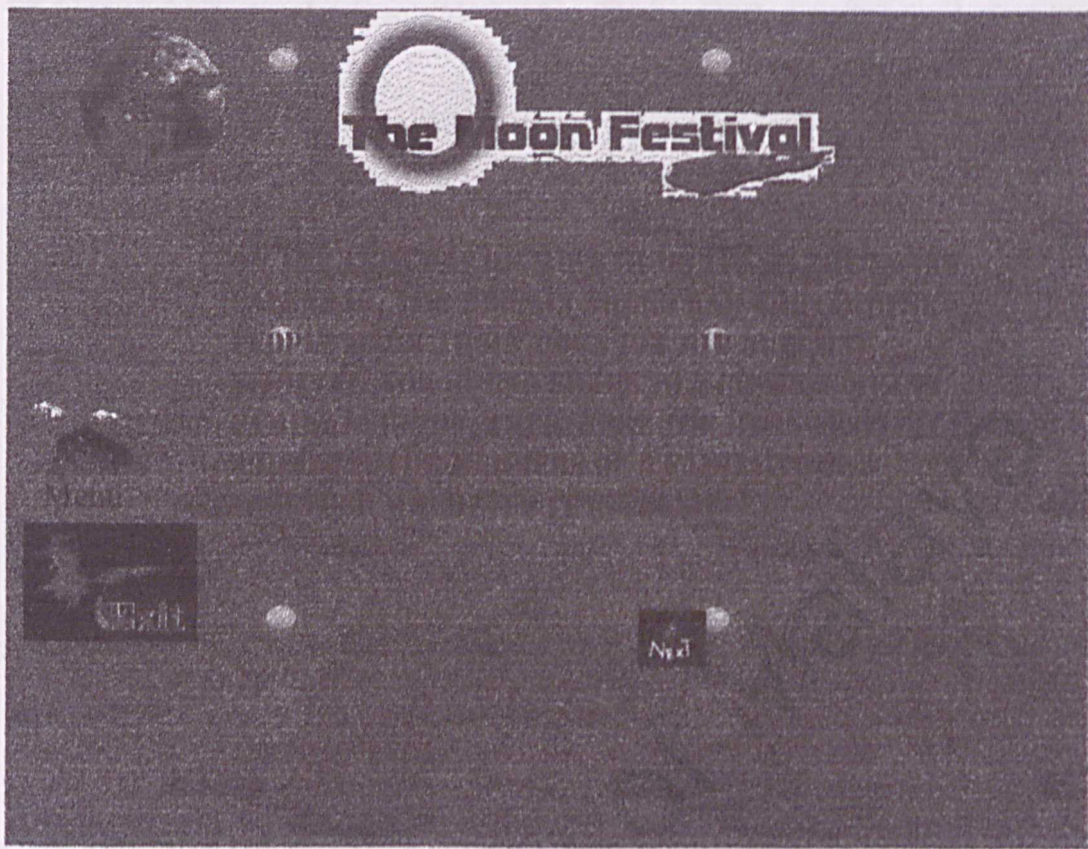
### 4.3.3 Main Page of Festival's Introduction Module

The main page of the Festival's Introduction Module will list out the sub-modules. From the list, a user chooses the page to access. The system allow user from this module access to other modules using the common button shows at the bottom of the page.

From the main page of the Module, user can select the language again by the common button. When a user selects the other language, the main page will change the display of the output to the language selected.



Interface of the page is shown in Figure 4.5



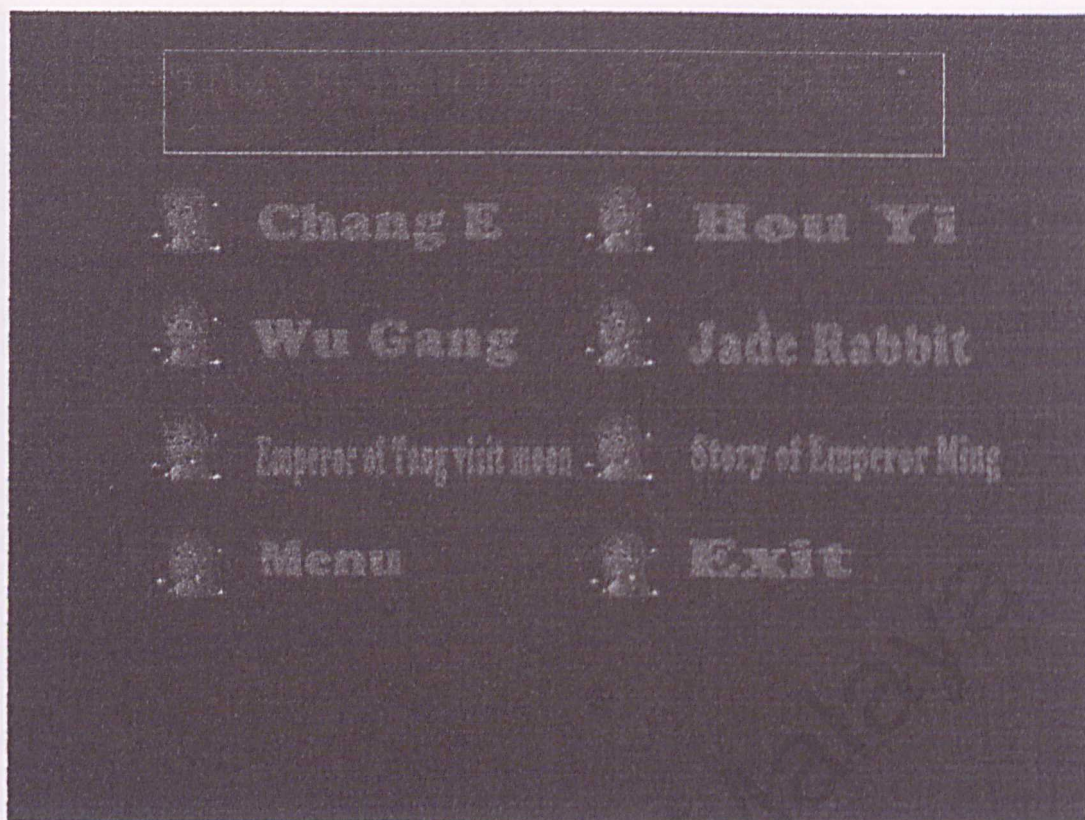
**Figure 4.5 Festival's Introduction Main Page**

**4.3.4 Main Page of Festival's Legends Module**

The menu page of the Festival's Legend Module lists out all the legend title a with picture of the characters on the screen. When a user clicks on the picture, the video will play on one part of the screen.

The actual interface is shown in Figure 4.6. This interface is different for the two languages, because the accessing page is different. But the videos shown are the same in two languages. When a user accesses the Quiz sub module, the page is different, because the questions are written in two different languages.





**Figure 4.6 Menu page of Festival's Legends Module**

4.3.5

#### **Main Page of Poems Related with Festivals Module**

The menu page of the Poems Module (Figure 4.7) shows the collection of the poems from the different dynasty, and the Quiz sub module. The user chooses to access page interested in by clicking on the poem title or button.



Figure 4.7 Menu page of Poems Module

4.3.6 Main Page of Songs Related with Festival Module

The interface of this module is the same for the two different languages versions. Both interfaces will list out the title of the song both in Chinese and English. When user clicks on the song's title, the song will be played, and the lyric will be displayed on the screen.



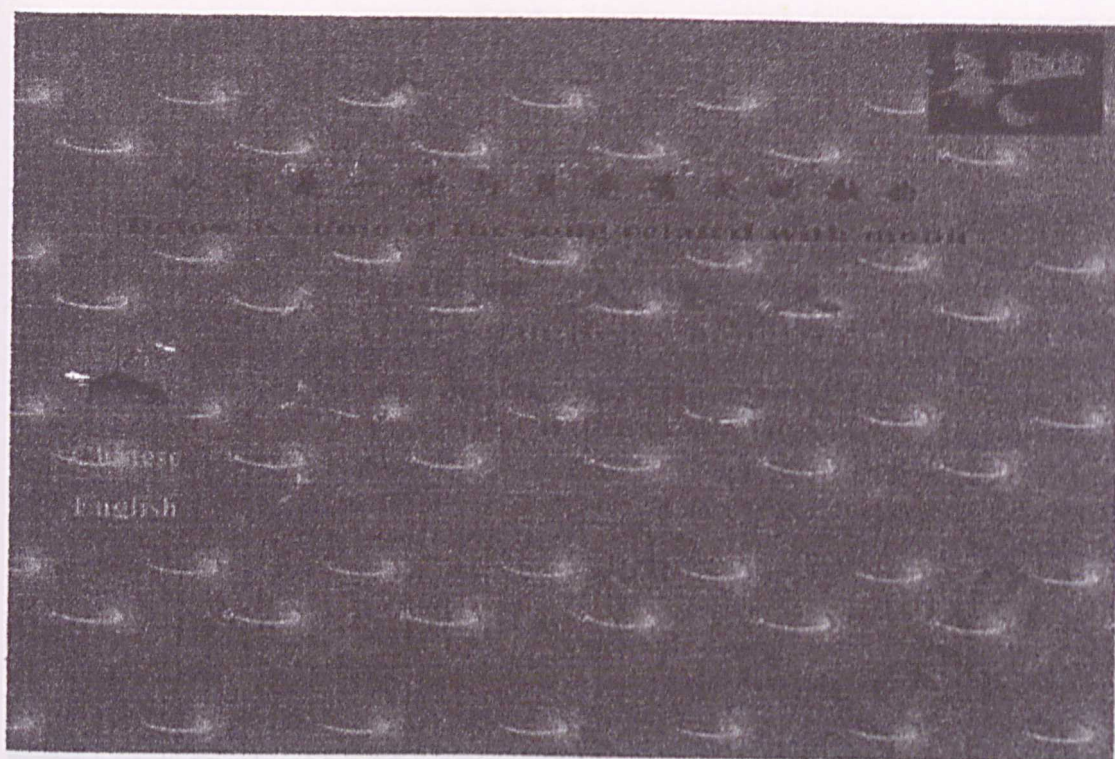
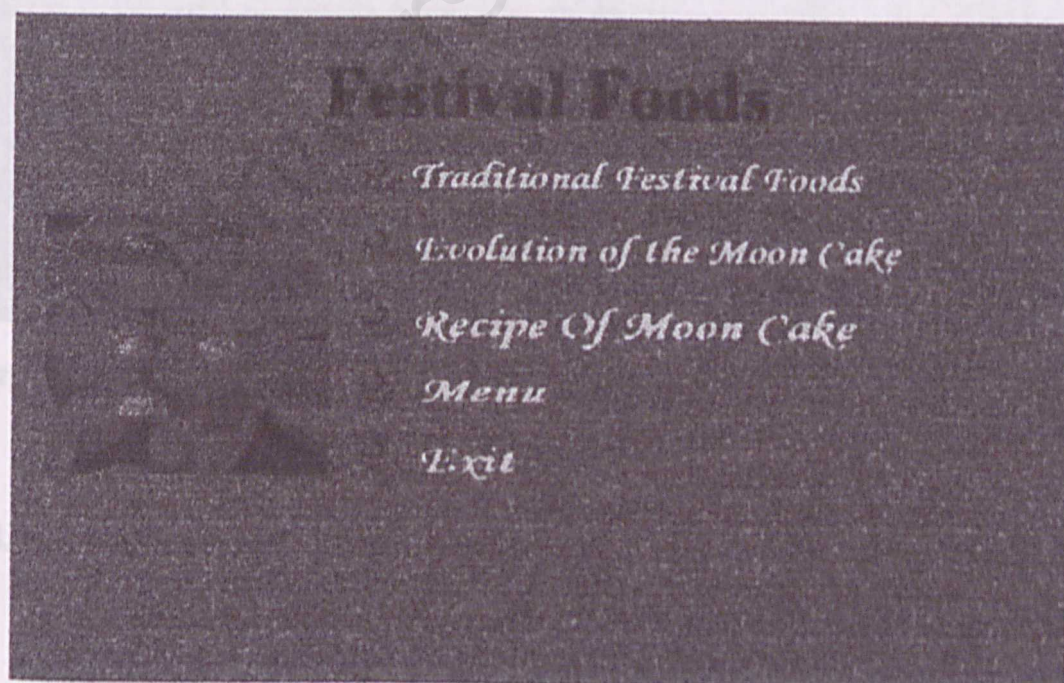


Figure 4.8 Menu Page Of Songs Module

#### 4.3.7 Main Page of Festival Foods Module

This module includes three sub modules (Figure 4.9). the user uses the mouse to access into the sub modules.





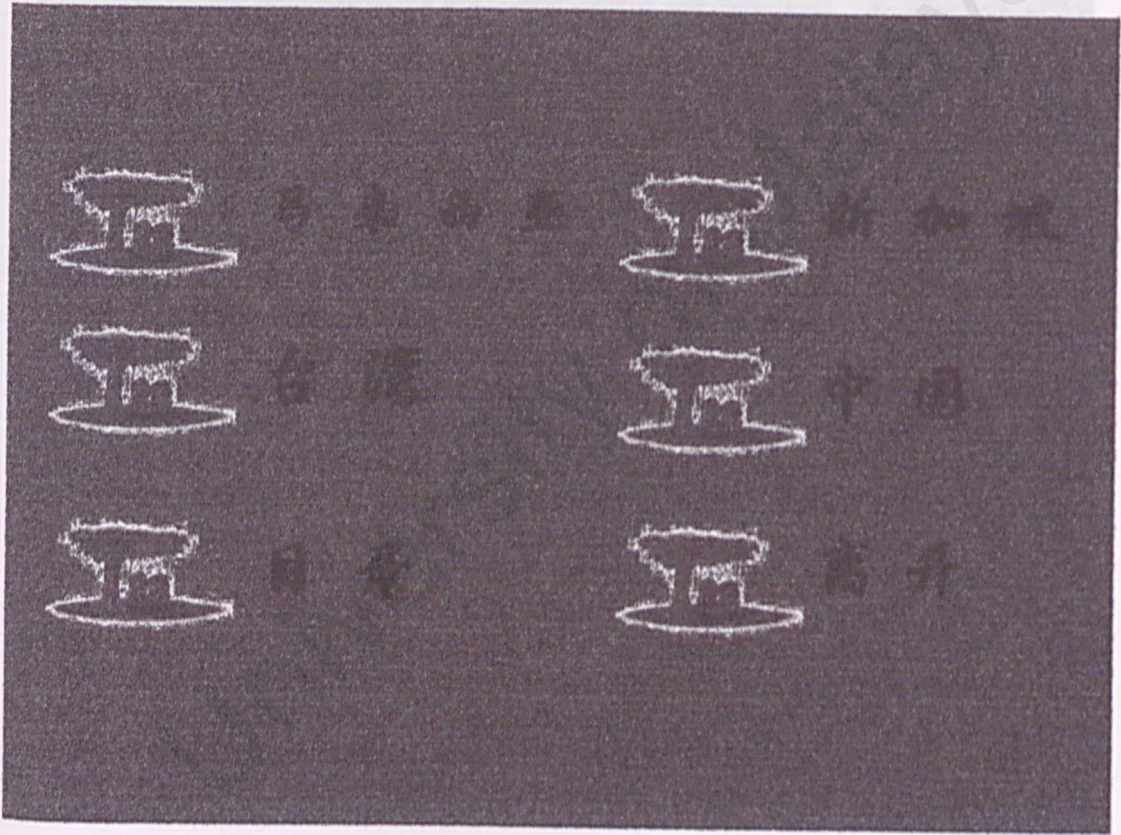
**Figure 4.9 Menu Page of Festival’s Food Module**

From the page, users also can choose to go back to the starting page of the system if a

**4.3.8 Main Page of Celebration of Festival Module**

This module displayed news about the festival in different places and countries like Malaysia, Singapore, Taiwan, Hong Kong and China. The news will be display on the screen. Users just click on the link to access actual news pages.

The news can be displayed in either Chinese or English. Interface of this module is show in Figure 4.10.



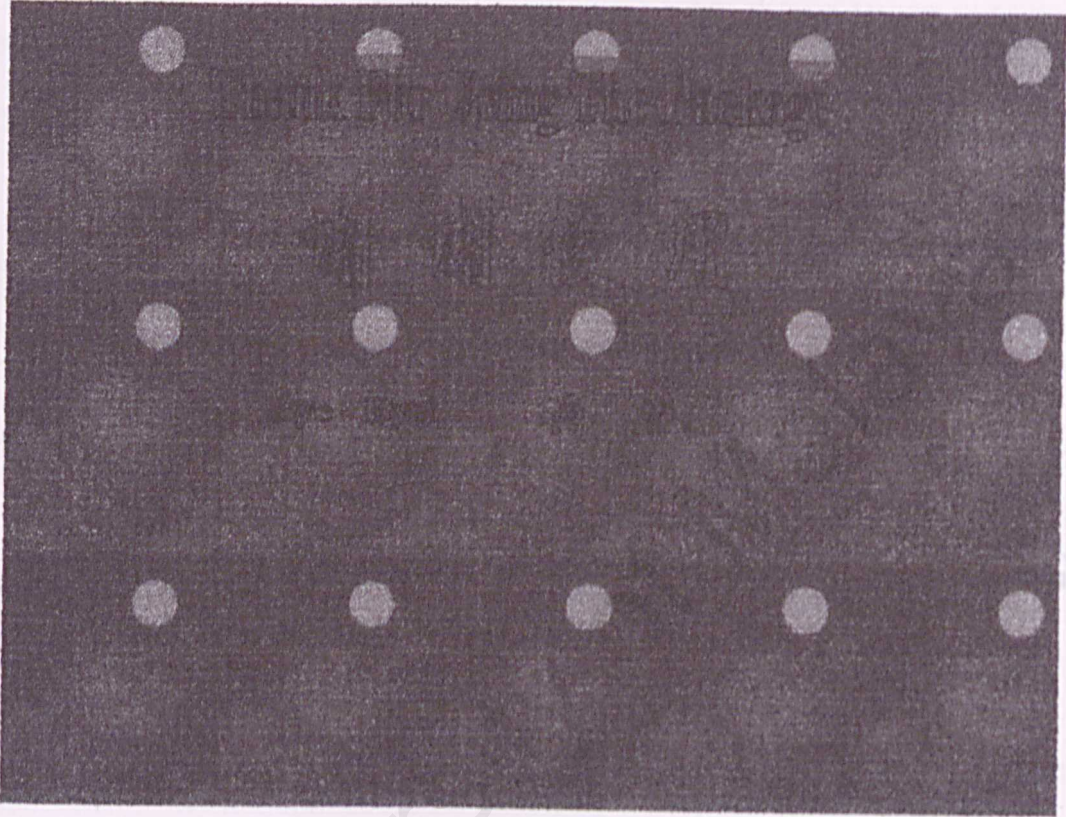
**Figure 4.10 Menu Page Of Celebration of Festival Module**

**4.3.9 Exit Page**



The exit page appears when a user click on the Exit button to quit from the system. From the page, users also can choose to go back to the starting page of the system if a user changes his mind to continue viewing the presentation.

Figure 4.12 shows the interface of the last page of the system.



**Figure 4.12 Exit Page**

## CHAPTER 5 SYSTEM IMPLEMENTATION AND TESTING

### 5.0 System Implementation

The system implementation phase follows immediately after the system design phase. It is the process of developing a system that meets the requirements captured in the early stage. During this phase, the design model of Multimedia Package of Chinese Mid Autumn Festival will be transformed into a workable product.

### 5.1 Development Strategy

Since this package is about Multimedia Development, prototyping should be used. Below are the reasons why:

## CHAPTER 5

## SYSTEM IMPLEMENTATION AND TESTING

- Easily change the system when errors are encountered
- The user interface can be made according to the user needs
- Able to find any necessary changes in requirements
- Since this package is about Multimedia, prototyping could be used as a template for software development

### 5.2 Coding & Testing

The scripting editor in Macromedia Director is useful in implementing the various jumping in the package. The jumping here means that the package is divided into smaller files and the user can jump from one file and another file is through jumping. This is achievable using goto file and the presentation will continue from there.



## CHAPTER 5 SYSTEM IMPLEMENTATION& TESTING

### 5.0 System Implementation

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### 5.1 Development Strategy

Since this package is about Multimedia presentation, prototyping model should be used. Below are the reasons why prototyping was used:

- Easily change the system should any problem encountered.
- The user interface used could well reflect the user needs.
- Able to find any missing functions or requirements.
- Since this package is almost the same, prototyping could be used as a template for other implementation.

### 5.2 Coding used

The scripting engine in Macromedia Director is useful in implementing the various jumping in the package. The jumping here means that the package is divided into smaller files and the communication from one file and another file is through jumping. This is actually calling another file and the presentation will continue from there.

This type of jumping was implemented because this will make the file smaller as well as execution time will be a lot faster than putting all the topics in a subject in a same file.

### 5.3 Required Files

This package required the user machine to have shockwave ActiveX Control and Visual Basic 6.0 Runtime files instanced. The Setup files for both the files are included in with the CD-ROM.

### 5.4 Testing

The testing part is divided into:

- a) Module testing or program testing
- b) System testing

#### 5.4.1 Module Testing

For the module testing part, first the type of fault is identified.

- i) Algorithmic fault are fault that occurs when a logic or components does not produce the desired output because the processing part contains error.

This type of error are easy to spot just by reading through the program or by simulating the type of input the system will receive during the normal working condition. Typical algorithmic fault include:

- ✓ Branching too soon
- ✓ Branching to late



- ✓ Testing for the wrong condition
  - ✓ Forgetting to initialize variable or set loop invariants
  - ✓ Forgetting to test for a particular condition
- ii) Documentation fault occurs when the documentation does not match what the program actually does. This will cause other problems in the development of the program later as many modifications done are based on the documentation itself.
- iii) Timing or coordination fault occurs when the code coordinating these events is inadequate. This fault is hard to detect since it is hard to predict all system state and may be impossible to replicate the fault after it had accrued.

The module testing is divided into unit testing and integration testing. The objective of unit and integration testing was to verify that the program was designed as intended by the programmer.

Unit testing means that the various modules or programs are tested individually. The Unit Testing is divided into 2 sections.

The first section is to examine the code and then test the program components. Examining the code simply means that the scripting part in the calculation icon is scrutinized for any errors or problems. For testing the program components, the branching, path or statement testing approaches are done. In branching, the test includes one of the branches for every interaction performed. Path, however, are quite the same as the branch where for any path taken, the test performed will take into

consideration of the path taken. Statement testing is just like debugging every statement but in this case, it is debugging every icon in the flow line.

After the various modules are up to expectation, those modules are merged into the final system. Even though the module are tested, this does not mean that the integration all be a smooth one. After the merging process, the system is put to test to verify the various components could function as a unit. There are a few integration techniques that the package could be tested. For example, there are the bottom-up integration, top-down integration, big-bang integration and sandwich integration, all the components are merged together into a final system and explore to see whether the integration works or not. However, this type of integration is not practical but since the system is small, the approach is acceptable. This type of integration makes it difficult to find the cause of any failure as well as faults couldn't be distinguished easily. Even though, this type pf approach has disadvantages but it is suitable for this system because of the number of components is small.

#### 5.4.2 System Testing

After all the components are tested individually as well as integrated testing, the overall system testing is done. Here, primary objective is to ensure that the system does what the customer wants it to perform.

The system is tested on function, performance, acceptance and installation testing. Function testing is based on the functional requirements of the system. Since the number of components is small and not complicated, the testing is done in a very short period.



Next, the performance testing is where functions performance is evaluated. The performance testing consists of a variety of tests. These tests depend on the non-functional requirements specified. Different PCs configuration could be tested.

Configuration tests are conducted on various types of hardware setting and the results in accordance with the minimum requirements. But the best results will appear when the hardware configuration is above the minimum requirements. Furthermore, different configurations show different results but these are because of the way the different PCs video card vendors the colours as well as the amount of the colours supported by the video card. But this is beyond our control as there is a variety of video cards in the market.

After the configuration tests, the system is put to timing tests where the response time of the system is evaluated. This is because since it takes time for the animation or sound files to load into memory before it could be displayed or played, the response time of the system is very important.

Finally, the human factors tests are conducted where the user interface of the system is examined. User reaction as well as the display screen, the size of fonts used and the ease of use.

As the performance tests finished, the system is put under acceptance testing where users are asked to evaluate the system. The pilot test provides the users with the system and let them test the system on their own without following a certain degree of test space. Since time is limited, the pilot test is experiment by friends and relatives only.

After all the various tests that are conducted, the system is put into final stage of testing which is the installation testing. The testing is done in various PCs in the project lab as well as MM, so that different PCs configuration could be tested.

CHAPTER  
EVALUATION AND CONCLUSION  
University of Malaya



## CHAPTER 6 EVALUATION AND CONCLUSION

### 6.0 Introduction

This chapter will discuss the problem encountered during entire development process and the given solution to solve it. The strengths and limitations of the package and future enhancement to improve the entire value of the package also will discuss in the following section.

### 6.1 Problem Encountered And Solution

During the entire development of the "Multimedia Package Of Chinese Mid Autumn Festival", many and various problems were encountered. Some of the problem could be overcome through entire solution or some of them were unfortunately not. Those problem are separated into two difference category based on phase and solution.

## CHAPTER 6 EVALUATION AND CONCLUSION

### 6.1.1 Problem and Solution During Project Studies and Analysis Phase

- Choosing the development technologies, authoring tools and programming tools
- "Multimedia Package Of Chinese Mid Autumn Festival" is one of the latest technologies today. There are many authoring tools and programming tools in the market can used to develop the Multimedia Presentation package and each of them has their strength and weakness. Therefore, choosing an appropriate authoring tools and programming tools is a critical process. Have to analysis each of the tools and that is time

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#### 6.1.1 Problem and Solution During Project Studies and Analysis Phase

- Choosing the development technologies, authoring tools and programming tools
  - “**Multimedia Package Of Chinese Mid Autumn Festival**” is one of the latest technologies today. There are many authoring tools and programming tools in the market can used to develop the Multimedia Presentation package and each of them has their strength and weakness. Therefore, choosing an appropriate authoring tools and programming tools is a critical process. Have to analysis each of the tools and that is time



consuming process. Fortunately, now a day there many comparisons of the tools, which required are uploaded to the interest by the developer or vendors. Therefore, could refer to those documentation and chosen the appropriate development tools.

### 6.1.2 Problem and Solution During System Design Phase

➤ Leak of font support (Director and Flash)

❑ Director could not support the Chinese words direct using text tools supported. The solution is save the Chinese words as “GIF” file format and import into the Director. The weakness is the font of the words is limited because the Microsoft Paint could not support the font provided by Chinese Star.

❑ Fro Flash, the font style provided is too limited. For instance, 3D font style is not given, the font are not displayed in a colorful way unlike the Microsoft WordArt. Since this package is implementation in multimedia way, so if the graphics of the font is really considered important to attract users interesting. However, the fonts displayed are not anti-alias which makes the fonts appear not smooth.

❑ The solution is to develop text

➤ Editor Undo action provider once away

❑ This problem is the most difficult to handle as it provides the user with one undo only. Since the Director allows the user to change the setting

of the objects on the screen when playing, it further aggravates the problem.

- The solution is to try to make only one change at any time and minimize the needs to use the undo function. Another solution is to save the file as another filename before try a error section going through.

### 6.1.3 Problem and Solution During Project Implementation Phase

- Big file size for package and not packaged Director file
  - This is because the size of sound file is big and the drawing tools included with the Director is not powerful. So many images w\have to be imported into Director. This problem bothers even the most seasoned developer as Barbara Brown in their article entitled “Consider the advantage of smaller files sizes”.
  - Since smaller files improved the performance of the whole package, the sound files using is the small file, which mean the sound was short. After import into the Director, using the feature of Director to loop the sound for long time.
  - Another solution is to encode the sound into MP3 format, which smaller size compare with WAV files. However, this format makes the usage of more memory since the wave files are compressed, the processor have to do more work. As with the MP3 format, certain degree of sound degradation may arise. Image that are import into Director are converted



to GIF or JPEG format. Other than that, the colors of the image are limited to 8-bit.

## 6.2 System Strengths And Limitation

### 6.2.1 System Strengths

Compare other similar program available in the market, this package has it strengths and listed as:

- i) Fully information about the festival
  - Fully information like the history, tale or legend, poem and song related with moon, festival's foods and the recipes was present to users.
  - User can get the complete and correct information about the festival from this package.
- ii) Pronunciation of the poem
  - For them are cannot read in Chinese or not sure about the pronunciation of the poem listed, the pronunciation was provided by the package.
  - This will help the user to read the poem.
- iii) Description of the poem
  - The Chinese poem sometime are difficult to be understood. But from this presentation package, user can more understand the meaning behind the poem through the description provided.

- Additional, from some of the poem was had the description of poem in English. This will help them could not handle Chinese also can understand the poem.
- iv) Activities celebration on different place
  - The package was collecting the different celebration of different place people picture or description.
  - This can give the user different view about the festival other than Malaysia.
- v) Story present as video form.
  - The story of the legend or tale was not present at text only, but in video format.
  - Although is the simple video clip (integration of image file sound files) but can easy to present the story to user than using text format.

### 6.2.2 System Weakness

Although this multimedia package had a strengths, but this package also had it weakness and listed as:

- i) Loading time was long
  - Loading time will longer than normal file. This is because the sound looping was using.
  - The screen will stay a few second before load to other screen. The user had to wait some time to run the all program.
- ii) Limitation of information
  - All the information collected are not cover all the place.



- This is because cannot find the celebration of festival on other than Malaysia, Singapore, Taiwan and China.
  - All the information taken from Internet, but are limited to this four countries only.
- iii) Some of the poem cannot be translate to English
- Because of the limitation on developer, the translation cannot be done completely on all poems.
  - The translation must done by them have a deep knowledge on the poems research and best in both English and Chinese. But because cannot get help from those people, so all the translation display in package are get from Internet, but are limited.
- iv) Limitation of Animation
- Animation on the package are limited because cannot handle the Macromedia Flash better to develop the best video clip.
  - The video clip developed are using a simple animation, where are not call multimedia actually.

## **6.3 Further Enhancements**

### **6.3.1 Decreased the Loading time taken**

Decreased the loading time taken when jumping from one screen to other screen may be can solve with make some changer on the sound files or coding on Director. This will allow the user using the package more enjoying.

### **6.3.2 Add more information about the festival**

Collected the all news and picture of the celebration of Chinese Mid Autumn Festival from newspaper or books. This will take a lot of time to done. If more time giving, will develop a better result.

### **6.3.3 Translate all the poem with English**

For get help from them are professional in this area can help to provide a whole set of the translation of poems in the package. This will completed the package.

### **6.3.4 Develop a multimedia video clip**

More time given to learn about the Macromedia Flash will help to develop a multimedia video with image found. Either from drawing or from other resource likes newspaper, book or Internet.

The multimedia video is more easy to present the story to users, and easy to understanding.

Also, would like to thank all friends who helped to test the system as well as give invaluable advice on how to improve the package further.

Finally, many appreciation to supervisor Mr. Teh Kang Hai for being understanding, supportive and also provide with a helping hand.



## 6.4 Conclusion

This package is aim to provide an opportunity for them interesting about the Chinese festival by using newer technologies approach. The traditional presentation style face to face present will be change to a new era by the advance of the multimedia presentation package can deliver the required material to users event more than what they could extract from books. This is because through the condensed storage capabilities and interoperability of computer, Multimedia can deliver large amount of information in ways that make it manageable, approachable and useful.

During the development and implementation phase of this package, had faced some difficulty but had tried the best to handle it. Also gained some valuable knowledge when were going through the development process of the package.

Alas, would like to thank all friends who helped to test the system as well as give invaluable advice on how to improve the package further.

Finally, many appreciations to supervisor Mr. Teh Kang Hai for being understanding, supportive and also provide with a helping hand.

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## USER MANUAL



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## User Manual

### Overview to the “Multimedia Package Of Chinese Mid-Autumn Festival”

“Multimedia Package Of Chinese Mid-Autumn Festival” is a package that used to present the user who is interesting in the 中秋节 “Zhong Qiu Jie” . It provides an interactive and interesting way for the users during their watching by combining words with pictures, graphics and audio.

### Overview to the User Manual

This manual contains instruction on how you can make full use of the package. It is well organized. It will cover all the functionality in the package as well as some tips to use the package effectively.

To use the package, it is recommended that you have the “Multimedia Package Of Chinese Mid-Autumn Festival” running closed by, so you may perform the instructions given, as you need. This manual also contains screenshots of the system to allow you to be more understanding of what is being described.

### System Requirement

The package will be running on a standalone PC. These system requirements for the system is essentially similar are as below:

- ☐ Pentium 166 Mhz and above
- ☐ Minimum RAM 16 MB
- ☐ Mouse
- ☐ Microsoft 95 or Microsoft 98 installed
- ☐ Sound card
- ☐ 800 x 600 resolution



- ☐ Minimum 4 x speed CD-ROM
- ☐ Speaker

Setting Up the “Multimedia Package Of Chinese Mid-Autumn Festival”

*Flash ActiveX Control*

To view the animation created by the Macromedia Flash 4.0, you have to install the player unless your PC was already install Macromedia Flash 4.0. The installation file is provided in the CD-ROM and you can have to double click the file name InstallAXFlash.exe and follow the given instructions

*How to use “Multimedia Package Of Chinese Mid-Autumn Festival”*

1.0 Insert the CD-ROM into the CD-ROM Reader

Before you can use the package, you must first insert the CD-ROM into the CD-ROM Reader. Then you can follow step or read the Readme file, which included in the CD-ROM.

2.0 Install the Flash ActiveX Control (InstallAXFlash.exe)

By double click the application file, you will be enable to install the Flash Player into your PC. Sometime your PC may be prompt you to restart your PC before the file can successfully install. So it is recommended that you should closes all the application before you install the Flash ActiveX Control.

Button	Function
3.0 Start using the package	Access Chinese Version of the Presentation.

If the PC does not auto run the package then you have to browse the CD-ROM and double click the application file name "Main" . The main file will direct the package to the main menu of the package.

3.1 Main Page



Figure 1 Main Page

This page is the first page of the package, user cab choose to access the Chinese Version or English Version by click on the two button as Figure 1 above.

Button	Function
Chinese Version	Access Chinese Version of the Presentation.



English Version	Access into English Version of the presentation.
-----------------	--

Table 1 Description of the Button On Main Page

3.2 Menu Page (Chinese Version)

For this user manual, the Chinese version will be using. The menu page is shown in Figure 2 below.

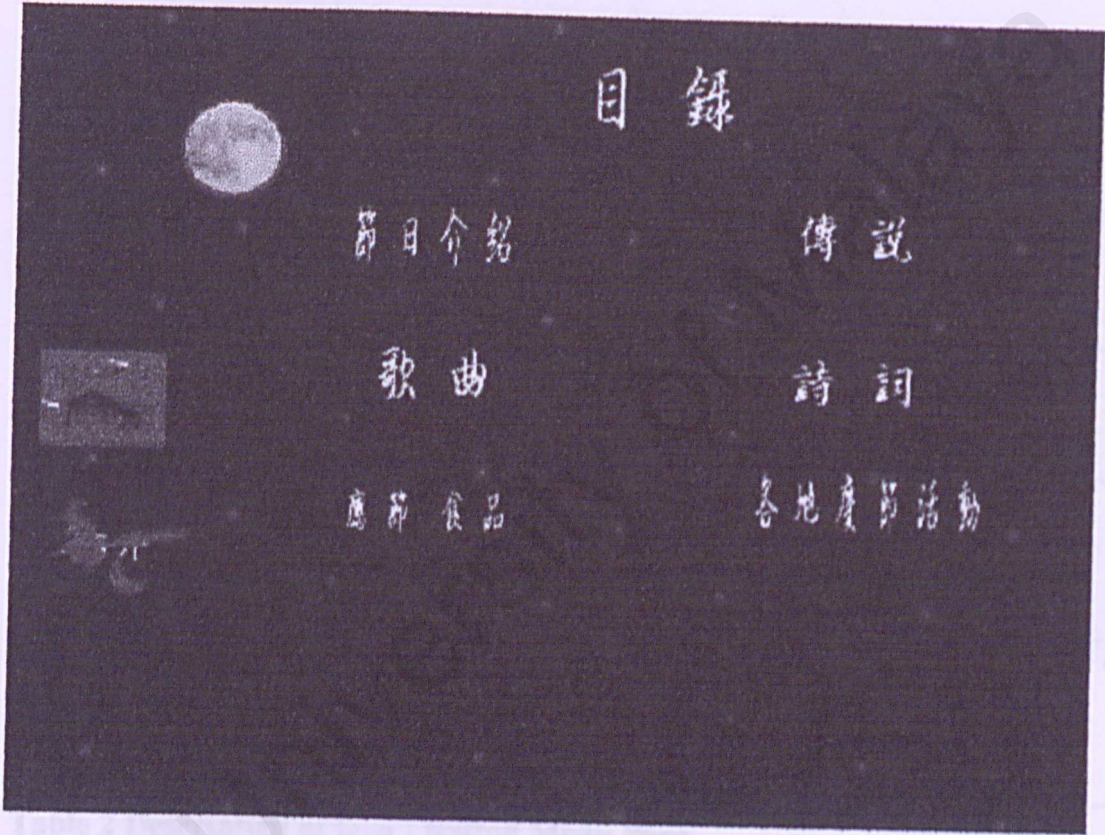


Figure 2 Menu Page

For access into the six modules include in package, right click on the menu button by put the mouse above the text. For go back to the main page please right click on the icon Main Page, and click on the Exit icon will access the Exit page of package. All button and icon function as Table 2 below:












Button / Icon		Description
	Introduction of Festival	Access into Introduction of Festival Module
	Legend of Festival	Access into Legend about the festival module
	Song related with Festival	Access into songs module
	Poem related with Festival	Access into poem module
	Festival's Foods	Access into Festival's Foods Module
	Celebration	Access into Celebration module
	Main	Access to main page of Package
	Exit	Access the Exit Page (Last page) of package.

Table 2 Description of Icon / Button Menu Page



### 3.3 Introduction Page (Chinese Version)

This module will introduce the Festival, traditional activities organized and etc. this

module have a few pages, user using the Next (  ) and Previous



From this module can access into the Menu Page and Exit from the Package by right

click on the two icons display screen, that is  and 

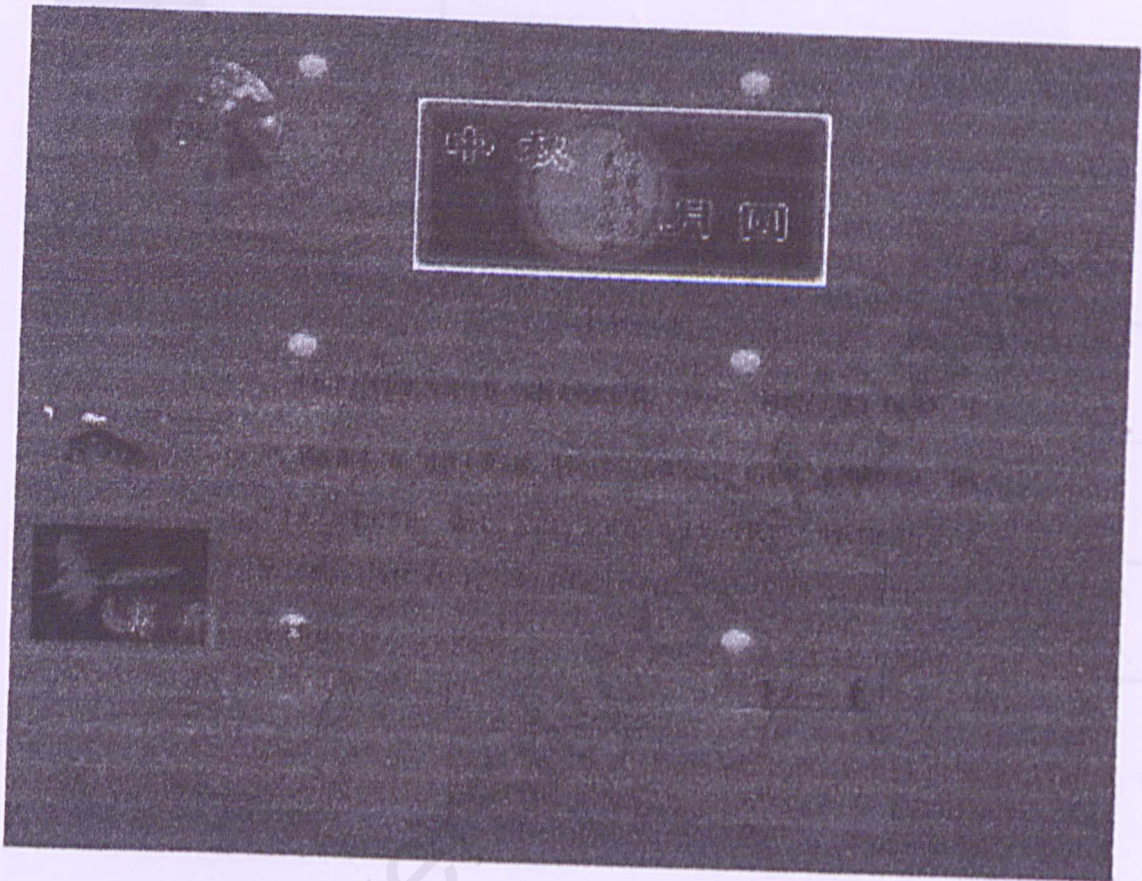


Figure 3 Introduction Main Page

3.4 Legend Menu Page (Chinese Version)

This module including a few legends related with moon, like Chang E, Wu Gang and etc. User can click on the title display on screen shown in Figure 4.

Button / Icon	Description
Title display on screen	Access to legend about the title show.








Button / Icon	Description
Title display on screen	Access to legend about the title show.
	Go Back to the Package Menu (Chinese).
	Access to Exit screen to leave the package
	Access to movie first screen.
	Go back to menu before.
	Start play the movie
	Stop play the movie
	Stop play movie and bring the screen to story page.

Table 3 Descriptions on Button and Icon on Legend Module

Figure 5 Poem Menu Page



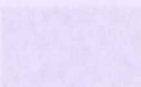
Button	Description
	Access to collection of poem module
	Take a small test about what is learning from this module
	Go back to the menu page of package (Chinese).

Table 4 Description of the Button on Poem Menu Page



3.5 Poem

3.5 Poem Menu Page (Chinese Version)

Poem was divided to 4 parts: Poem before Tang, Tang Dynasty, Song Dynasty and after the Song Dynasty. Use which on the dynasty display on screen shows is Poem's origin.

The poem module divided into two parts; enjoying the poem or take a small test. The menu page will display as Figure 5.

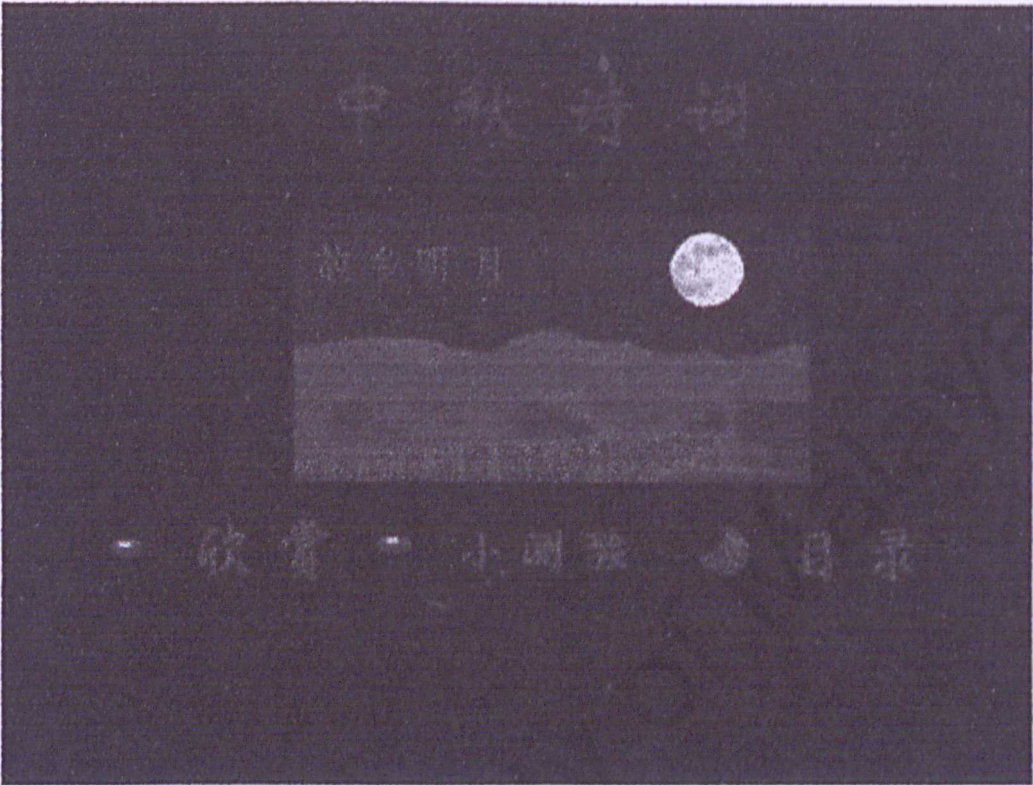


Figure 5 Poem Menu Page

Button	Description
欣赏	Access to collection of poem module
小测验	Take a small test about what is learning from this module
目录	Go back to the menu page of package (Chinese).

Table 4 Description of the Button on Poem Menu Page

3.5.1 Poem

Poem was divided to 4 parts; there is Dynasty before Tang, Tang Dynasty, Song Dynasty and after the Song Dynasty. User click on the dynasty display on screen shown in Figure 6 below.

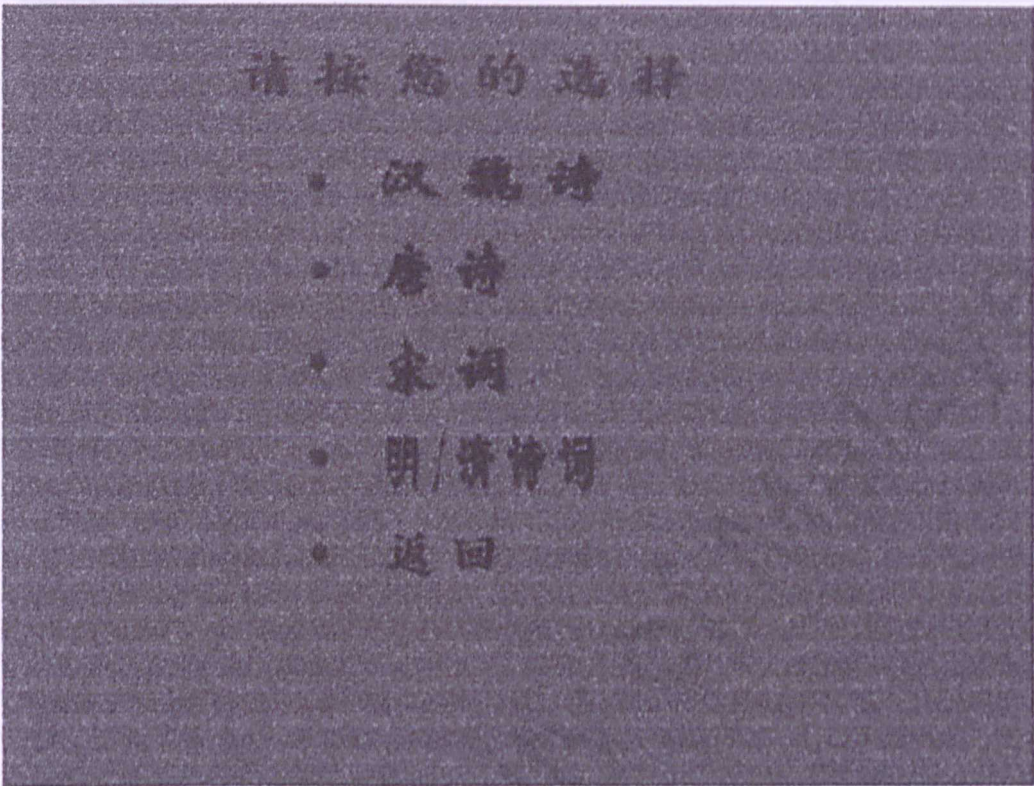


Figure 6 Poem Dynasty Select Page

Button / Icon	Description
汉魏诗	Poem before Dynasty Tang
唐诗	Poem from Dynasty Tang
宋词	Poem from Dynasty Song
明/清诗词	Poem from Dynasty Ming or Qing






	User need to try next question on the test
	Quit from the test and go back to Poem menu (English Version)
	Quit from test and go back to Poem Menu (Chinese Version)

Table 6 Descriptions on Button of Poem Test Sub-Module

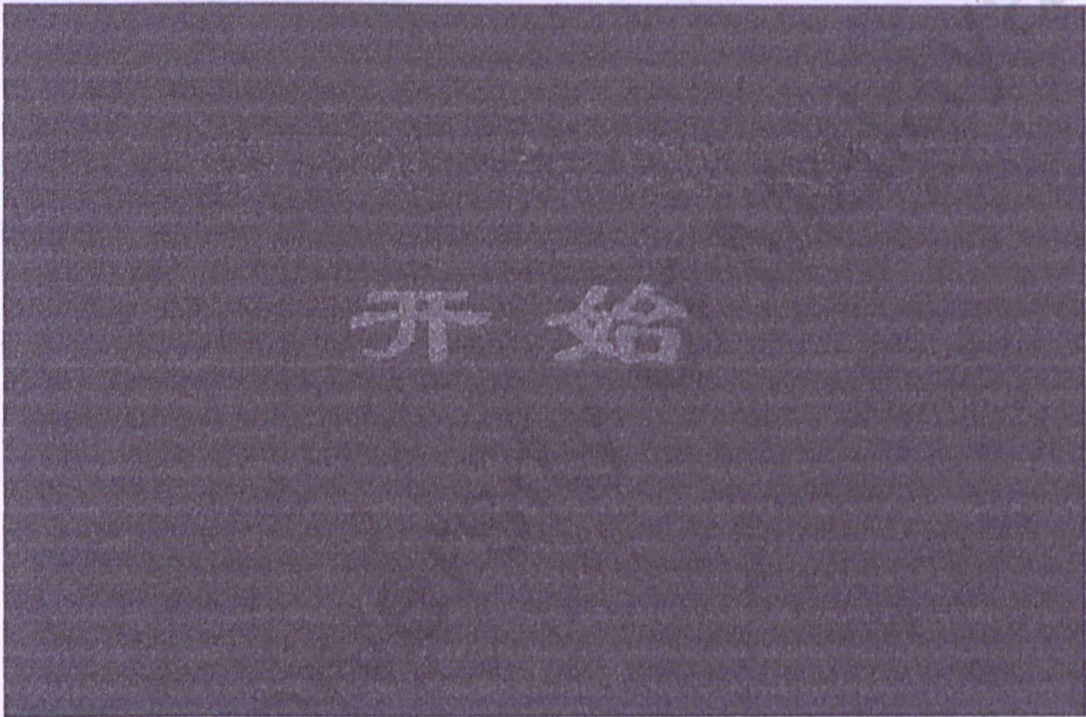


Figure 7 First Page of Test sub-modules

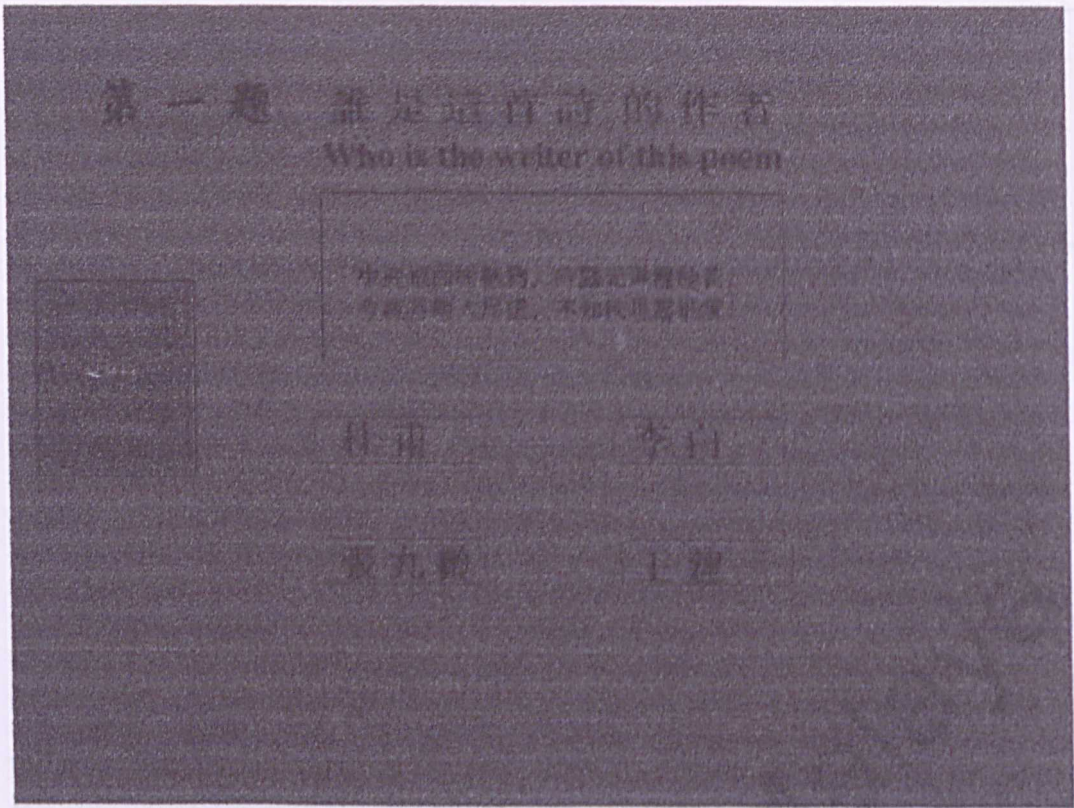



Figure 8 Sample Test Question

3.6 Song Menu Page

This module is sharing by two versions on the package. Click on the name of the song display on screen (Figure 9).

Buttons / Icons	Description
Song Title	Display the lyrics and playing the song
Chinese	Go back to menu screen of package (Chinese Version)
English	Go back to menu screen of package (English Version)
	Jump to exit page.




	Jump back to the menu page of Songs Module.
--	---

Table 7 Description of Button / Icon Song Module

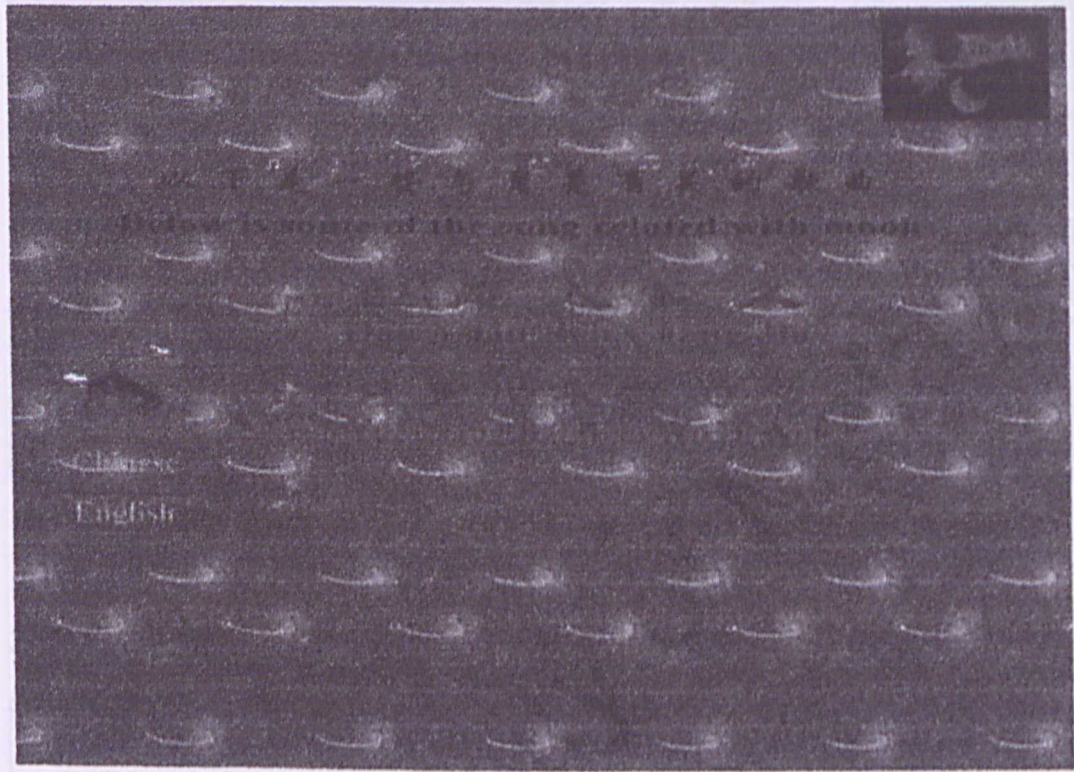


Figure 9 Song Menu Page

3.7 Festival's Foods Menu Page (Chinese Version)

Festival's foods module divided into 3 parts, traditional festival's foods, evaluation of the foods and recipe of moon cake as Figure 10 below.

Table 8 Description Button / Icon Traditional Festival's Food Sub Module

3.7.2 Evolution of Moon Cake

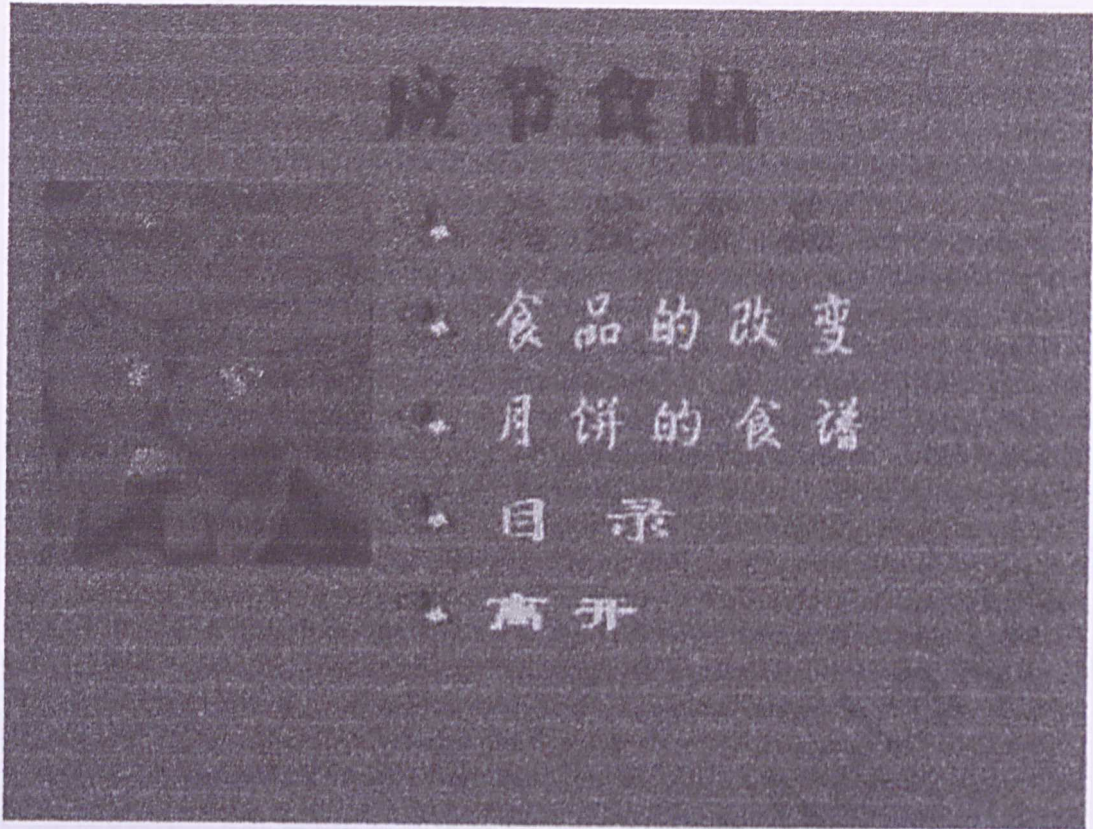


Figure 10 Food Menu Page

3.7.1 Traditional Foods





Buttons / Icons	Description
	Go to next page of screen
	Go back festival's Foods Menu page
	Go to previous page of screen.

Table 8 Description Button / Icon Traditional Festival's Food Sub Module

3.7.2 Evolution of Moon Cake



### 3.7 Celebration Menu Page (Chinese Version)

Display some of the evolution of the moon cake in new generation. Icon  and



Singapore, China and Malaysia as Figure 12 below.

will bring user to next or previous page of the module.

#### 3.7.3 Recipe of Moon Cake

A few simple moon cake recipes was including in this package. Click on the recipe-interesting list on the screen as Figure 11.

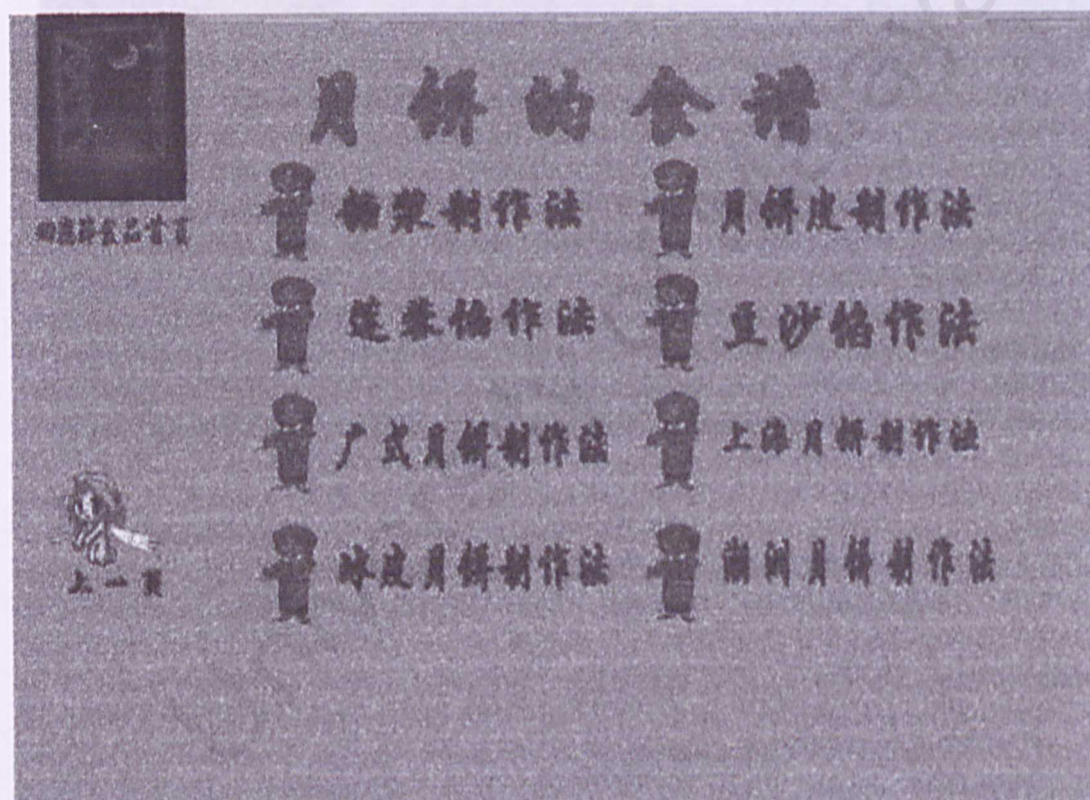


Figure 11 Moon Cake Recipes



Icon and represent the next and previous page of that screen.

3.8 Celebration Menu Page (Chinese Version)

This module will display the collection picture of celebration in different place like Taiwan, Singapore, China and Malaysia as Figure 12 below.

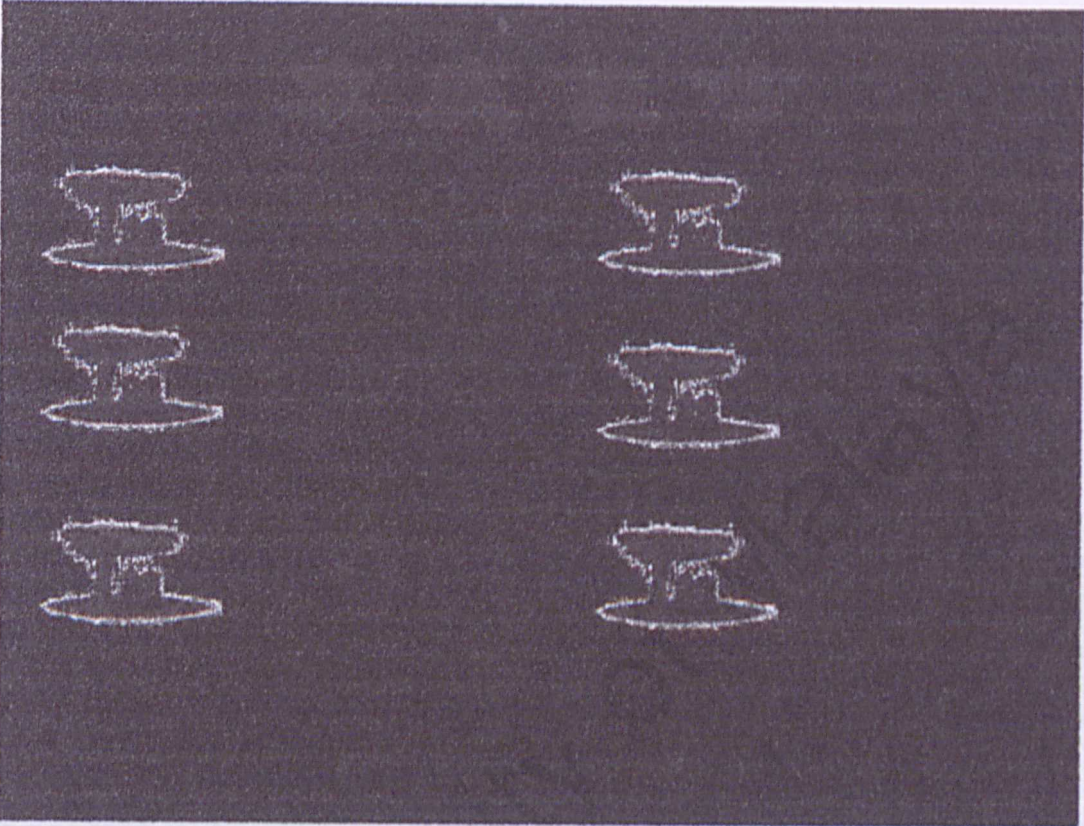




Figure 12 Menu Page Of Celebration Module

Buttons / icons	Description
List of countries	Jump to collection of picture under the country click on.
	Jump back to Menu package
	Leave the Package




	Jump back to Celebration menu screen
---	--------------------------------------

Table 9 Descriptions Button / Icon Celebration Module

3.9 Exit

This screen will wait a few second before quit from the package. The screen is show in Figure 13.

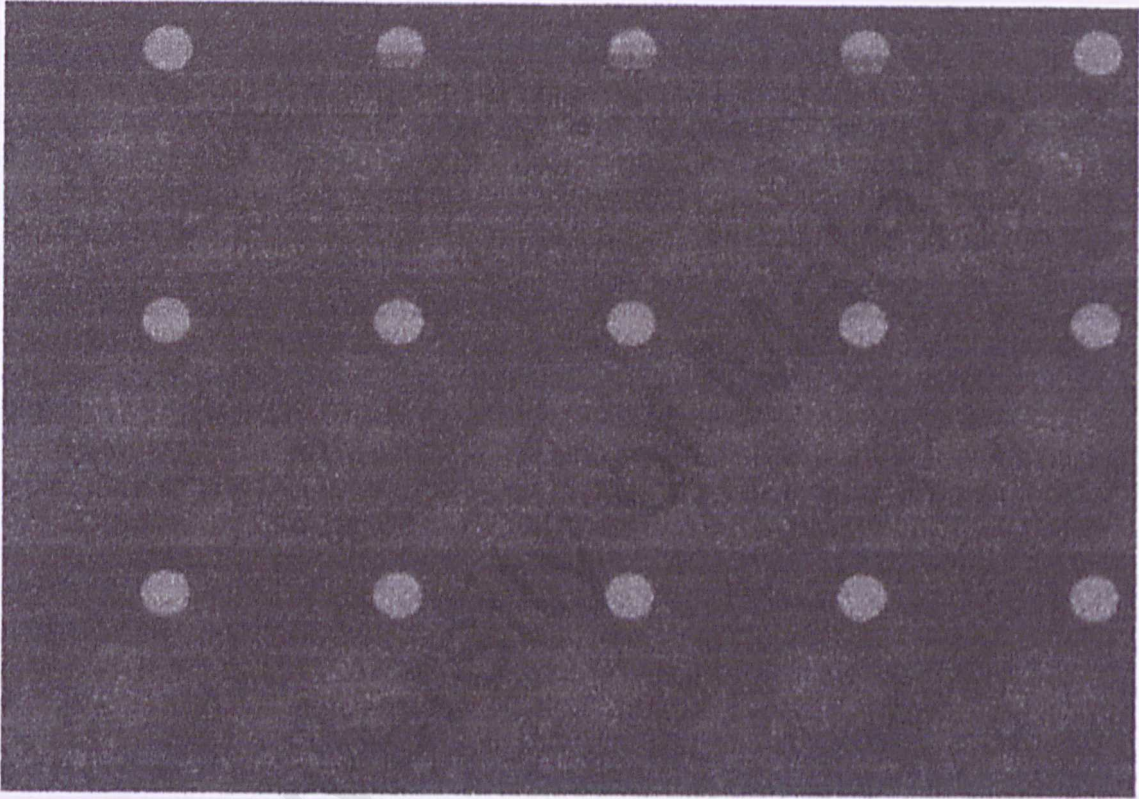


Figure 13 Exit Page