

What the course Multimedia Authoring has taught me:

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Last year I followed the course Web Technology where I learned the basics of languages like HTML and CSS. In the course Multimedia Authoring I expanded my knowledge of these languages and learned how to experiment with them.

Using and CSS and HTML didn't turn out as hard as I thought it was going to be. After looking up tutorials and websites like Stack Overflow, it was less difficult than I could've ever imagined. I worked with Xcode as a text editor, which worked fine for me. Not only was writing HTML and CSS not that hard, adjusting code from others was also easy. By using code from others I learned a lot about these languages and experimented what would happen if I changed things in this code.

After doing research to get some more knowledge about the languages we used, the real deal started and the 'programming' began. We started out with the layout of the site, which was quite quickly done. We used code from others and adjusted it so we could transform the layout into the layout that we wanted.

The layout was only the beginning though; we still had to make the logo, the multimedia viewer, the annotation editor and the game. The logo and the multimedia viewer were not that hard to create; it was the game and the annotation editor that were the hardest. For the multimedia aspect we chose to use a video player. For the game and the annotation editor we needed to use JavaScript, which is a way more difficult language than HTML and CSS. We mostly used the JavaScript code from others and built on top of them.

Before I started building the multimedia viewer, I imagined it would be very hard to create. After some digging I found out that it wasn't that hard and that only one line of code did the trick. In no time the videos we're playing, the ingredients and the recipe were next to or underneath it and the page was done.

The game was, I guess, one of the hardest parts of the project. In the beginning we were very -maybe even too- ambitious about it. We wanted to create a pizza or pie template where one was able to put some ingredients on, as some kind of dress up. This seemed quite hard and to our dismay, we were not able to pull it off in time. Therefore, we chose to make a trivia game, and designed it to our own desires.

Even though the site is now working properly, there are a few things that could be improved; for example, the site isn't working the same in different browsers. In Google Chrome and Firefox everything seemed to work just fine, but in Safari different features, like the videos didn't work.

In the end, I can definitely say that I learned something from this course. I've seen that working with HTML and CSS can be fun at times, which I did not expect in the beginning of the course. This course challenges and improves your programming skills on a whole other level, namely, a combination of experimenting with programming and creativity. I am now able to write my own code in languages like HTML and CSS and make adjustments to already existing code. In this course not only programming played a big

role, also creativity, which we were able to express in this course. Altogether, this resulted in our own unique site, with which I'm pretty satisfied (although a few little things could be improved as stated earlier).