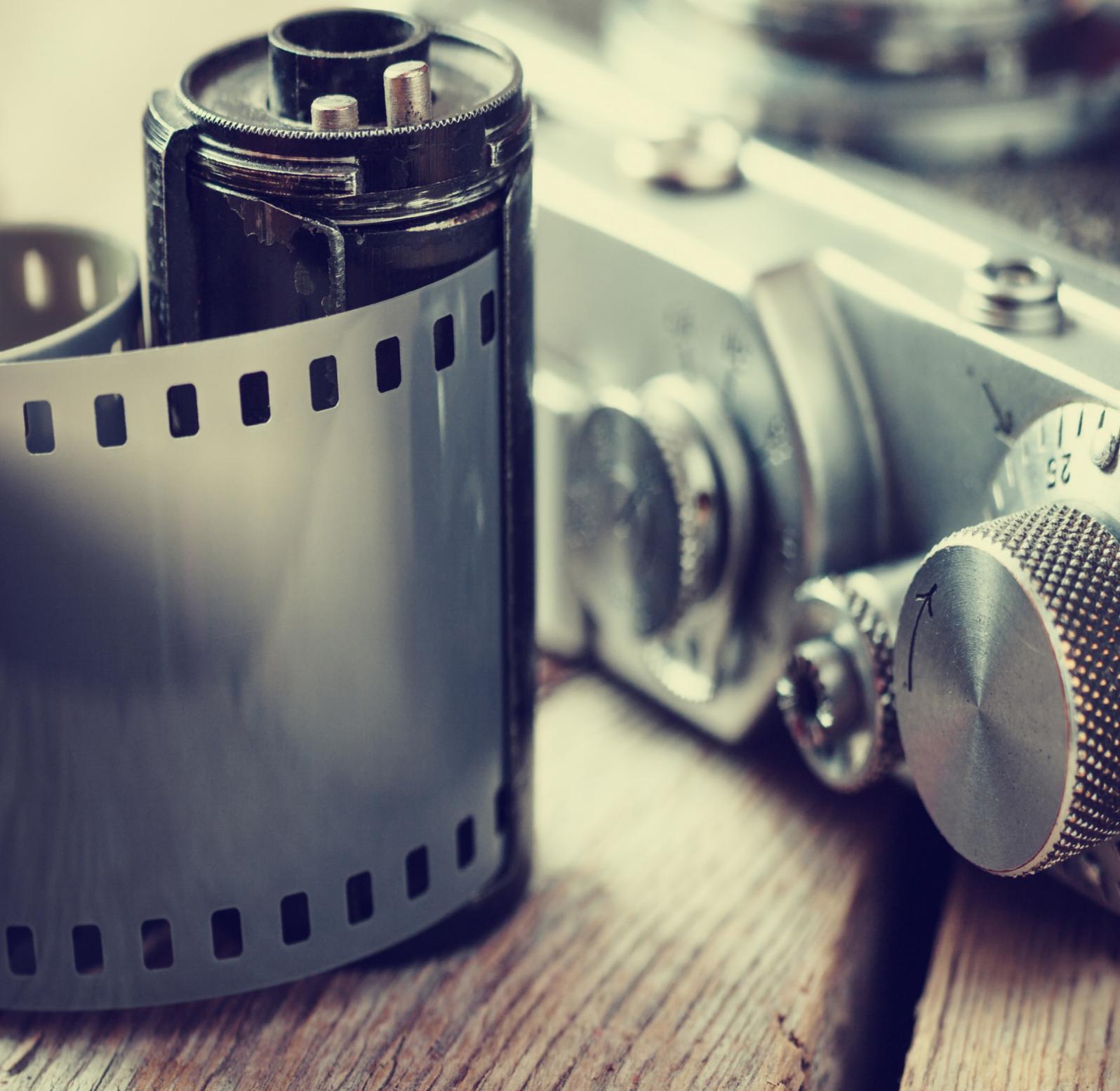


Communicate,
Connect and
Create with
Multimedia



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Overview

Multimedia is a shortening of the two words ‘multiple media’. In the digital era, multimedia is used to communicate, connect and create. Learners can use multimedia to collaborate within and beyond classrooms to present and distribute their work to local and global audiences. Educators can use multimedia to enhance the flexibility, diversity and accessibility of teaching and learning materials.

This curriculum connection provides advice about how multimedia is referenced in the Australian Curriculum, from Foundation to Year 8. It focuses on the learning areas and subjects of English, Media Arts and Technologies and shows potential connections with other learning areas, the general capabilities and cross-curriculum priorities. It highlights opportunities to use digital technologies.

Australian Curriculum content can be viewed using the most relevant pathway:

- year level (Foundation – Year 8)
- learning area/subject.



Multimedia in the Australian Curriculum

The Australian Curriculum refers to multimedia as the materials and tools that are developed or presented using digital technologies, with a combination of two or more of the following:

Media Form	Examples
Text	written word, ebook, blog, comment box, message, form, map, symbol, numeral, title, credit, subtitle, caption, playlist
Image (still)	photograph, infographic, hand drawn, illustration, sketch, plan, blog, diagram, screenshot, computer assisted drawing (CAD)
Image (moving)	film, 360 film, video, vodcast, vlog, typography, immersive media – augmented reality (AR), mixed reality (MR), virtual reality (VR), extended reality (XR) or animatic
Audio	sound recording, music, podcast, spoken text, environmental sound, sound effect (SFX), sample, synthesized sound
Animation	3D animation, computer generated image (CGI), animated logo, clay animation, stop motion, lecture capture

Multimedia can also allow users to manipulate media forms and enhance users' capacity to navigate and interact. For example

Multimedia	Media forms, interaction and navigation
Website	Websites can include text, still images such as photographs or infographics, moving image such as video, audio such as interviews or music and animation such as rolling images or motion graphics. Users interact with websites as they make decisions about which materials they access or navigate from page-to-page. Websites may also allow users to interact by adding content such as comments (text), photographs (still image) or moving images (video).
Mobile apps	A mobile 'app' or 'application' is a software program that is downloaded from an online source to a device such as a phone or tablet. Text, still and moving images, audio and animation can be all be embedded in an app. Once downloaded, apps may or may not require an internet connection to function.
Games	Digital games use text, still and moving images, sound and animation. They adapt traditional game forms such as board games to create interactive user experiences.
Slide presentation	Slide presentations can incorporate text, still and moving images, sound, animation, interactivity and navigation.
Photomedia	Photomedia combines aspects photography, image creation and design.
Data visualisation and representations	Data visualisations and representations present traditional charts, graphs and diagrams etc. in digital forms that may be interactive.
Hybridised works	Hybridised works combine aspects of multiple media forms. This term usually applies to new media forms.



Australian Curriculum terminology and definitions

Australian Curriculum content for The Arts, Technologies and English highlights ways that multimedia can be used to communicate (through, for example, texts and artworks); connect (drawing together different data types and formats); and create (using different formats to structure new work).

The glossaries for these learning areas include the following definitions:

The Arts: multimedia

Artworks that incorporate a broad range of media including graphics, text, digital media, audio or video.

Technologies: multimedia

The use of digital technologies to present combinations of text, graphics, video, animation and/or sound in an integrated way. Where there is facility for a user to interact with multimedia, the term 'interactive multimedia' may be used. Examples include interactive games, immersive multimedia, media-rich websites, electronic books (ebooks) and animated short films.

English: media text

Spoken, print, graphic or electronic communications with a public audience. They often involve numerous people in their construction and are usually shaped by a technology used in their production. Media texts studied in English can be found in newspapers, magazines and on television, film, radio, computer software and the internet.

English: multimodal text*

A combination of two or more communication modes (for example, print, image and spoken text, as in film or computer presentations).

*The terms multimodal and multimedia have different meanings. Generally, multimodal is used to emphasise design and process, for example, choosing the combination of modes that will be used to represent ideas or messages, whereas multimedia emphasises the use of digital technologies for the production and distribution of multimodal texts.

The Australian Curriculum provides information about multimedia and the ICT Capability on the general capabilities webpages.

Multimedia may also be known as interactive media, interactive digital media or creative digital media and can involve the use of:

- devices such as interactive whiteboards, smartphones and tablets
- equipment for creating immersive environments
- apps, games and interactive websites
- presentation and authoring software
- software for capturing and sharing data.

Multimedia can be used in combination with:

- traditional/analogue resources
- live performance/presentation
- devices such as robots, 3D printers, cameras or microphones
- software such as graphic editors or CAD programs.



Communicate, Connect and Create with Multimedia

In education, as in the wider community, multimedia is used to communicate, connect and create.

Students can use multimedia to:

- interact, inquire, analyse and evaluate
- collaborate, design, create, produce, present and distribute.



Teachers can use multimedia in the same ways as students. They can curate and use multimedia-rich resources to:

- present content in a range of formats
- incorporate a range of perspectives in learning materials about a theme or topic
- access content from databases, resource banks, cultural organisations, libraries, research institutions, government sources, etc.
- develop students' general capabilities such as the Personal and Social capability, Critical and Creative Thinking, and ICT Capability
- personalise and differentiate learning materials and activities for groups and individual students
- develop discipline-specific knowledge, skills and understandings.



Opportunities to use multimedia are listed in the examples below:

Communicate

- personal stories or stories about other people and events, fiction and documentary
- ideas, analysis, thinking and commentary about contemporary and historical news and events or advertising and marketing or propaganda
- messages that raise awareness about issues of importance relating to cultural, social and political debate as well as personal and public safety.

Connect

- communicate and collaborate in a teacher/student community of practice
- navigate safely with other students, members of the community, and people with expert knowledge and skills, in local and global virtual environments
- learn about cultural perspectives and traditions
- solve problems collaboratively
- design and co-create solutions for preferred futures.

Create

Multimedia and traditional practices, design processes such as interaction design (IXD), and production skills can be used to create performances, media arts, visual and audio works, and diverse types of texts, in formats such as:

360 film

Uses a camera to capture a 360-degree angle view of a location or scene. 360 content is then viewed and navigated using a computer or mobile device or by using a VR headset

animatic

A template or animated storyboard that can include video showing timed sections of a storyboard, a soundtrack with basic special effects (SFX), dialogue or music

animation

Sequences of still images or text that are manipulated to create an illusion or impression of movement. The five main types of animation are traditional (hand-drawn), 2D (vector-based), 3D computer generated imagery (CGI), motion graphics (typography), stop motion, such as clay animation (claymation).

app (application)

Software that runs through a web browser or offline via a computer, phone or other device. Apps may or may not connect to the internet. Apps can use any of text, still image, moving image, audio or animation.

blog (web log)/ vlog (video log)

An online diary, journal or discussion board that typically includes text and still images. A vlog is a video blog. Blogs and vlogs can also include menus and links to allow users to choose how they navigate the content.

ebook

An electronic version of a printed book or a book designed for digital publication. Ebooks can include text, still images, moving image, audio and animation.

digital game

Digital, electronic, e or interactive games are games can be accessed through a stand-alone device, an app or via a virtual platform. They combine text, still and moving images, audio and animation.

interactive infographic

A form of data visualisation that uses graphics and charts (still images) with dynamic elements such as links or pop-ups. Users can choose how they interact with the data.

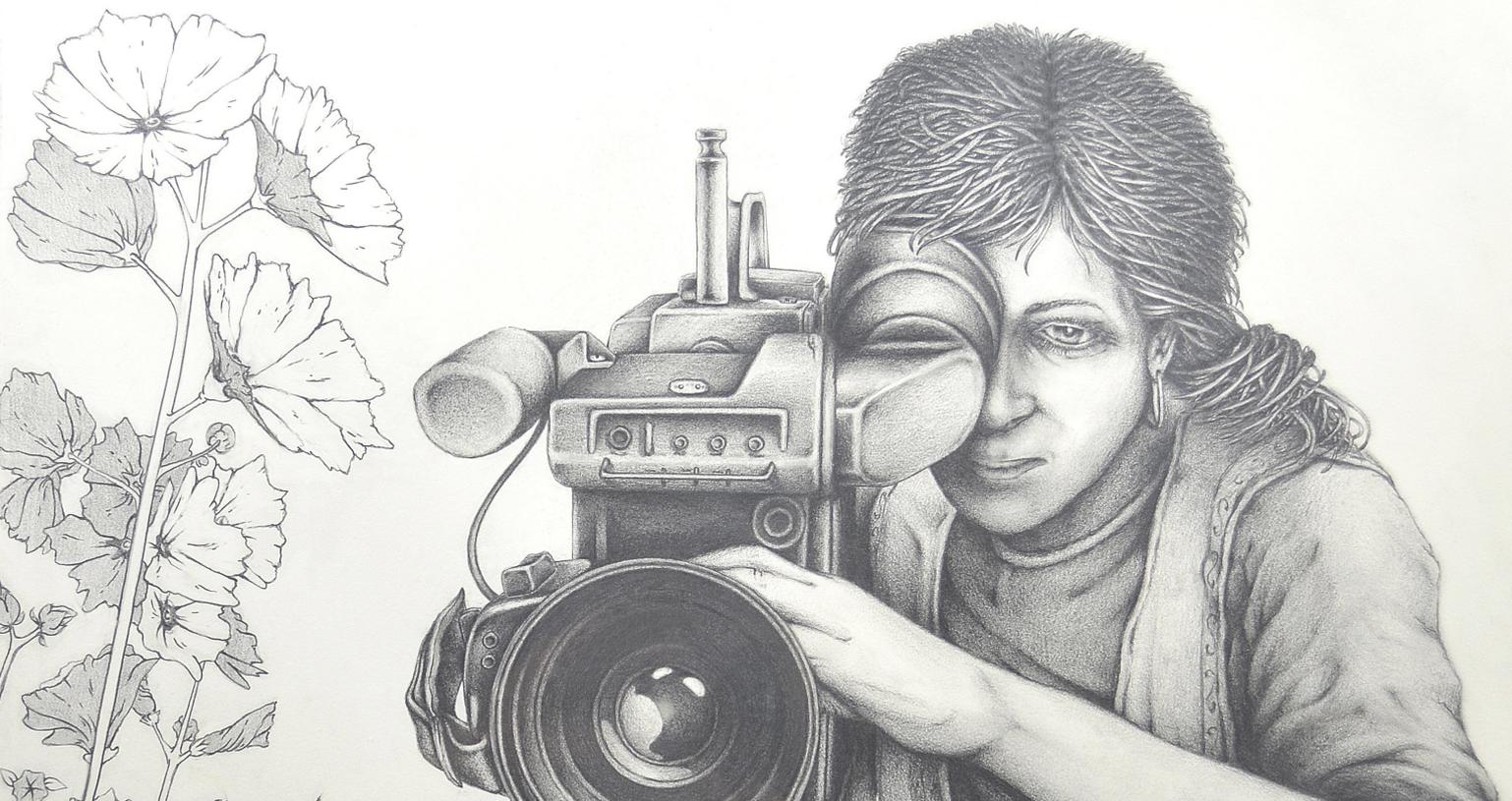
immersive multimedia

Uses a range of digital technologies to allow people to interact and interface with computer-generated environments that mimic reality in some way.

- augmented reality (AR) combines real and computer-generated worlds
- virtual reality (VR) places users in a simulated 3D environment.
- mixed reality (MR) combines aspects of AR and VR and merges real (physical) and virtual worlds
- extended or expanded reality (XR), an umbrella term for all immersive technologies that extend reality by combining virtual and real 'worlds' and create an immersive experience.

photomedia

Uses a range of media formats including text, still and moving images, audio and animation to create new imagery.



Teacher Resources and Support Material

Online safety and multimedia

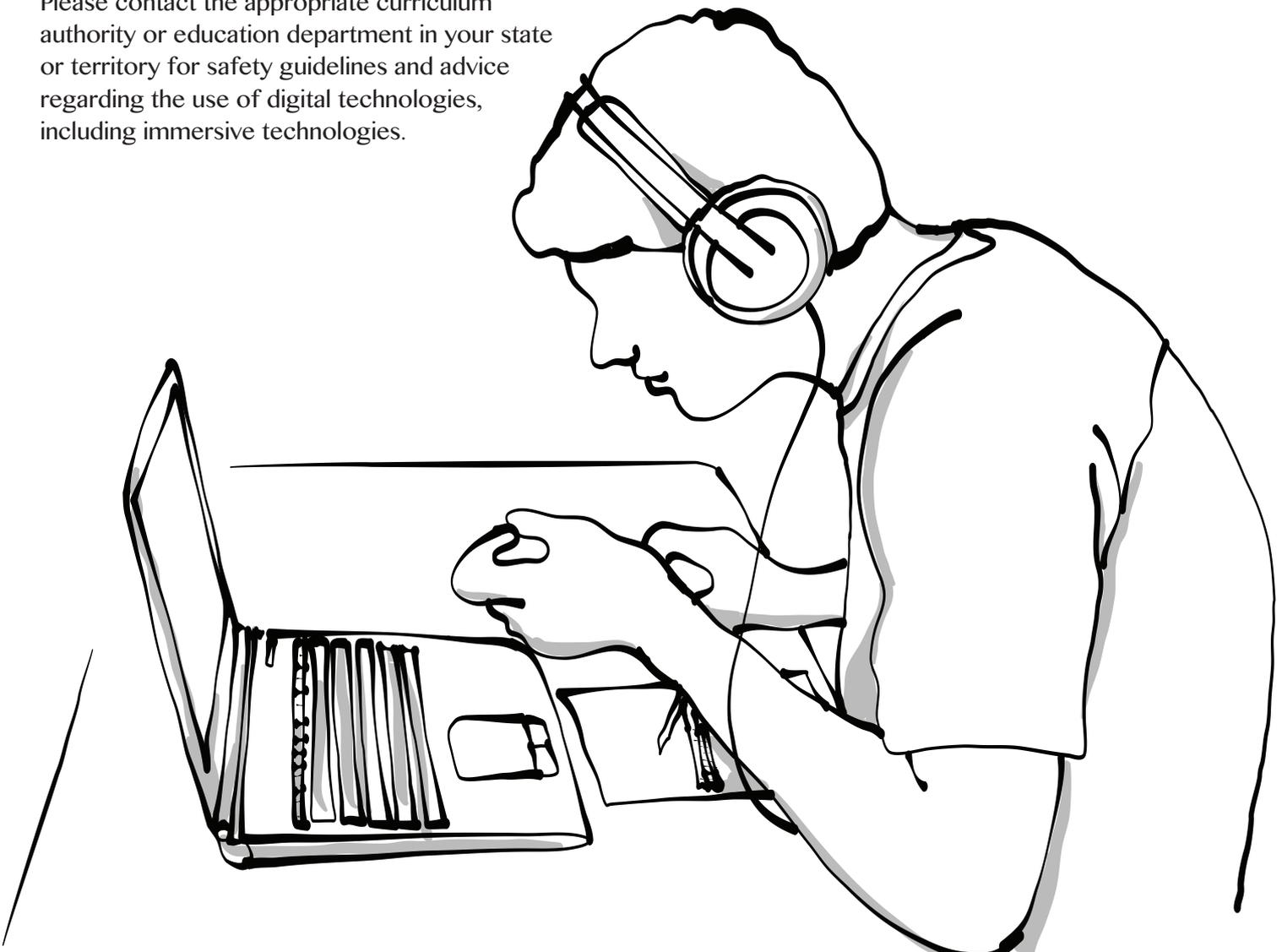
Online safety is an important consideration for schools as they plan and implement learning that involves digital technologies, including multimedia. Online safety includes internet safety, cyber safety, esafety, internet security, information security and cyber security.

The Australian Curriculum provides five interrelated dimensions of online safety:

- values, rights and responsibilities
- well-being
- respectful relationships
- digital media literacy
- informed and safe use of information and devices.

The Online safety curriculum connection provides more detailed information.

Please contact the appropriate curriculum authority or education department in your state or territory for safety guidelines and advice regarding the use of digital technologies, including immersive technologies.



Teaching and learning

Classroom ideas

- Story_Place_F-4
- Making time for multimedia_5-6
- Campaign!_7-8

Curriculum mapping

- Australian Curriculum: English, Digital Technologies and Media Arts, F-8

