Unit: Multimedia Applications	Concept: Interactive Media and Web Design

Standard
- 3.5.9-12.N Analyze and use relevant and appropriate design thinking processes to solve technological and engineering problems.
- 3.5.9-12.P Apply a broad range of design skills to a design thinking process.
- 3.5.9-12.Y (ETS) Design a solution to a complex real-world problem by breaking it down into smaller, more manageable problems that can be solved through engineering.
- 3.5.9-12.X Implement the best possible solution to a design using an explicit process.

Key Learning
- (LTTG) Students will be able to employ hands-on problem solving, i.e., designing, making/building, producing, and evaluating outcomes.
- (LTTG) Students will be able to collaborate as part of a team, valuing the contributions of all members.

Unit Essential Question
- How can I employ hands-on problem solving, i.e., designing, making/building, producing, and evaluating outcomes?
- How can I collaborate as part of a team, valuing the contributions of all members?

Essential Question
- How can I design, develop, create, and evaluate effective interactive media and web designs?

Key Vocabulary
- Interactive Experience, Information Architecture, Navigation Systems, Buttons, Interactive Media, Website Design, Hyperlinking, and Homepage

Learning Experience
- Students will layout, design, develop, and create interactive media that secures the viewer's involvement with compelling and engaging interactive experiences and enhances the viewer's knowledge and interest. The media will allow the viewer to become an active participant by moving forward and backward through the presentation. Students will design a presentation that is clear, organized, useful, easy to understand, frustration-free, media-rich, and respect the user. Students will design a presentation with a streamlined visual layout that provides an immediate sense of location at all times, one that offers consistent elements from page to page. Students will fit elements into a limited space, arrange elements so that they are functional and accessible, create a consistent look between pages, and establish a visual hierarchy.

Performance Task
- Students will be challenged with complex multimedia problems to solve, designing, developing, creating, and evaluating effective interactive media. Based on the criteria and constraints, students will determine the best possible solutions to meet the needs and wants of the end-user(s). Students will design, develop, create, and evaluate their design solutions.

Terms
- (ETS) Engineering, Technology, and Applications of Science – Standards applicable across the Science, Environmental Literacy & Sustainability, and Technology & Engineering content areas.

- (LTTG) PDE Technology & Engineering Long Term Transfer Goals
- (Learning Experience) A learning experience refers to any interaction, activity, or other experience in which students acquire new understanding, knowledge, behaviors, or skills.
- (Performance Task) A performance task is any learning or assessment that asks students to perform to demonstrate their knowledge, understanding, and proficiency.