

Project Review

The Storybook –

I feel that overall my Storybook is a very good and effective product. I feel that the finished product works very well with the target audience and efficiently and effectively does the job. I believe that my Storybook is a very good representative of my effort throughout the unit and was produced to a very high standard, producing a great result. The best part about the finished product, I believe, is the way that all the components fit together so well and with such great effectiveness that the end product really works and appears attractive. If I had further time to complete the Storybook, I would improve the animations, going into great detail with movement, character interaction and facial expressions. This would make the Storybook appear even more effective and improve the experience of the user.

The Reviews who looked at my final product included my Test Buddy, my teacher and my cousin (a member of the target audience). My Test Buddy told me that he thought the final product was very attractive, exciting and effective. He said that all the hard work and effort put into the production of it meant that the result was very effective. He said that he thought the Storybook was of a very high standard and that it fitted its purpose perfectly, resulting in an extremely successful Storybook. My Teacher told me that he found the book to be very impressive, attractive and inviting. He said that it would definitely gain the attention of the target audience and would keep them attracted and interested all the way through. Overall, he thought it to be a major success. My cousin, who is a member of the target audience, Kyle, told me that he thought the book was very exciting and interesting. He said that he found it to be very attractive, fun and friendly, and that he found the book to be a very good experience. The results from my reviewers, showed me that they found my book to be very successful, interactive, friendly and inviting, and that the final product was very good.

The Cover page of the Storybook is very successful in gaining and attracting attention from both members of the target audience, as well as members of age younger and older. The front cover is very friendly and inviting to the audience, and causes them to become very interested and curious about the Storybook. The cover page draws them and makes them feel as though they want to watch the story.

The Contents page of the Storybook easily and with great understanding allows the viewer to access different parts/ areas/ scenes and pages of the storybook, without having to search for the links or become confused. It is very user friendly and allows the viewer to easily access the part of the storybook by displaying the number of the pages, the section or part of the story that page tells and also displays a key image or visual pertaining to that story section. These three things combined create a very interactive experience and also reduce confusion and increase user experience

and understanding. Allowing the viewer to easily access the part of the story they want, with only a single click of the mouse.

The story in the Storybook runs very smoothly into the two different animated endings. By asking the viewer to choose an option, the animated ending pertaining to that option then plays, without the need of user input, meaning that there are breaks, pauses or stops between the storybook pages and the endings. Allowing them to flow into and out of one another with ease.

The animated endings are very appropriate and suitable to the story, as they pertain very closely to the story plot and content. They are suitable endings to the story, as they end the story in an effective yet memorable way, leaving the viewer with a very impressive and memorable feeling, based upon the choice of ending.

The Final product, I believe, is extremely suited to the needs and requirements of the target audience, and is very well adapted around them. The language was adapted to fit them, as their young age ruled out the use of large and complicated words, the page layout was also kept very basic, as to adapt and provide for their needs and the assets used catered for those who were not able to read yet, or who enjoyed picture, sound and a wide range of assets that improved their individual experience. Producing a product that is very well adapted and suited to the target audience.

I believe that my assets do all create the right and intended effect. The drawings all created the right atmosphere for the story to take place and created the right mood for each page. The sound clips and ambience all added to that mood and helped to produce a more enjoyable experience and the animation created a stronger sense of interactivity and enjoyment.

The multimedia assets do enhance the story, to a very strong degree. All the sound and animations boosted and made the intended atmospheres stronger and more effective, working with the assets on the page, to increase the users experience.

All the assets used in my Storybook were either Primary or Secondary, and if the case of secondary was present, I ensured that the asset was Copyright free, and editable, usable, copy able, changeable and included without having to ask permission, or give reference to.

The problems that I had in creating or sourcing suitable assets, was only present in the locating and sourcing of the sound tracks needed. This was because; I was unable with great ease, to locate a website that stored copyright free sounds, and it took me a large amount of time to locate a website that met all the requirements of Secondary sources assets.

I believe that in the production and design stages of my storybook, I did make very good use of feedback, and took into account everyone's opinions and thoughts on

the designs and products. This was one of the aspects that I felt caused my Storybook to result in a very good outcome.

If I produced a similar product, I would spend more time on the detailed development and design stages of my product, as to gain full understanding and decision on what was to be produced, before production. So when it came to the stage of actual production, this could be done as efficiently and effectively as possible.

Project as a Whole –

In the project, I set out to produce an Interactive Online Storybook that would attract the audience, keep them entertained, and give them a great and memorable experience that would leave them feeling impressed.

I feel that I have met the objectives to a great extent, I feel as though I have completed everything required of me, and in doing so produced a Storybook that did everything I intended it to do. Completing all the objectives to a very high standard.

I feel that during my project, my planning was a successful and vital part. I feel as though, the deadlines and targets I set myself were very reasonable and accurate, and in doing so, allowed me to effectively complete all the objectives required of me. I felt however, that some aspects of my planning were not as good as they could have been, and that the estimations made were slightly out.

I feel as though, my time management was overall successful and worked very well. My deadlines and targets were met, and the objectives were done and complete on time. My final project deadline was also met, and thus showing the time management to be a success. However there were one or two instances that meant in changing my Project Plan, and thus shows to be ineffective time management. Showing me on where I need to improve.

I feel as though, my choice of Test users, my Test Buddy and Project reviewers were good and effective. I used people from my Cida class, all doing the same things as myself, and thus would know what objectives I was trying to achieve. I chose users also from the Target audience, as thus, would give me a much more accurate and reliable feedback, as they were members of the audience that the product was aimed at. Thus being able to see truthfully and accurately whether or not the product was effective, attractive and whether it worked.

In my project, I was very beneficial to not have any aspects or areas go wrong or mess up. The only things that did need changing, and did not go to plan, was the Project Plan, as some of my Time Management was not as accurate as hoped. However this was easily repairable and thus I worked around it.

My Storybook as a whole project, I feel was very well supported and liked by others. I feel from the feedback I gained, I was able to learn a lot, and also to be motivated to do my best. Most of the feedback received was positive, and in many cases the reviewer complimented me on the work done. This shows that others thought my project to be very successful and beneficial.

If I had any time, I would make improvements to my detailed designs, such as the Storyboards and the animated endings. I would annotate and explain them to much more detail and explain why all the decisions were made, and what target I had or atmosphere I was trying to create in that page or animation. Helping to back up my decisions and choices.

If I had to do the project again, I would not change much, except for only the time management of my Project. I would ensure that I met all deadlines and targets for the different components of my project, resulting in less stress, worries and having to redo my Plan.

Own Performance –

I think that my performance during the project was very good and of a noticeable and high standard. The feedback that I received from all the reviewers commented saying what good progress I had made, and how my designs/ideas were impressive and fitted purpose really well. I feel that the positive feedback that I received reflected this and showed my performance through out the project to be good.

I felt that I did keep to targets and deadlines; however there were one or two cases which lead me to having to re order my Project Plan and thus showed not very good time management. However, the rest of my Project was done to the deadline and the targets set and thus caused me to have handed the entire finished product in on time. Displaying good time management.

I think that the work done in this project did not have much affect on the performance in my other work, as because I had effectively planned my time, and had set out what was to be done by what date, I planned the use of my time and managed it effectively, showing that every subject or piece of work was given its own time and thus would have not affected it.

I feel that I have benefitted from working on this project because I have learnt how to utilise and use a number of different software's and have learnt about the process of time management. These two things enable me to use the skills gained in other subjects and projects and thus the things I have learnt, will be able to benefit me in my other subjects.

If I did the project again, I would put more effort and focus into my work, and ensure that the end product is the best that I can produce and effectively represents/shows the level or standard of work that I can achieve. Meaning that my marks will be improved and I will be able to gain confidence from this.