

Multimedia system - discussion



Multimedia System - Discussion Multimedia makes use of systems that are under the close vigilant eye of aestheticians. This is because they know exactly what items are to be used within the multimedia tools and which ones must be avoided for the long term success of these multimedia items. It would be correct to state that multimedia makes use of beautiful yet effective factors so that there is efficiency within these multimedia systems. There is a need to avoid ugly spots because this would mean that the multimedia systems have serious problems within their folds (Grace-Martin 2001). The productivity aspects center on the premise of bringing out more reasons for interactivity with the users so that the end goal would be to derive a benefit on the part of the people who make the best use of the very same. The aspects that are deemed as the good ones make use of the positives that are outlined as the significant ones from the aesthetics and user interaction perspectives. These aspects bring to light the notion of sound interactivity as well as maximum stay on the part of the users, which is also a very important yardstick for measuring the efficiency of the multimedia systems. The multimedia systems require hard work and proper planning by the designers who are usually doing their best to come out with a future looking outlook of the multimedia system. The bad aspects of multimedia systems depend a great deal on the way people perceive the very multimedia systems (Carroll 1996).

Hence in order to understand what kind of multimedia systems would be seen as the effective ones, there is a need to comprehend what kind of solutions they are deriving for the sake of the users. If the solutions are tangible and the users feel stuck on to the designs for a long period of time, it is essential that aesthetics are kept a proper place within the mind of the

designer when he is actually designing the very multimedia system. In essence it would be important to understand that the good use of the multimedia systems is essential as these offer maximum productivity and sound results, which is always taken in a very positive way. The bad use of the multimedia systems would mean that the product (the design itself) is not appreciated by the users and hence they would avoid such multimedia systems in the first place (Draper 1986). There is a proper need to adjust the time which a user would devote towards the multimedia systems so that the efficiency and effectiveness results could be achieved in a sound manner. Having said that it is also important that the users do not feel bored with the layout and come back again as and when they wish to. Once again this is a very important point and one that needs consideration by the people who are actually manufacturing such multimedia systems in the first place. In the end, it would be proper to suggest that the multimedia systems have achieved significance for a number of different reasons, all of which are related with the design phase.

References

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