

# MULTIMEDIA SYSTEM

## BITM 1113

### Interactivity and Screen Design (Part 1)

Siti Nurul Mahfuzah Mohamad<sup>1</sup> , Norasiken Binti Bakar<sup>2</sup>

[1mahfuzah@utem.edu.my](mailto:1mahfuzah@utem.edu.my) [2norasiken@utem.edu.my](mailto:2norasiken@utem.edu.my)

# LEARNING OUTCOME:

At the end of this course, students should be able to:

- ✓ Understand the concept of :
  - a. screen components
  - b. screen design
  - c. screen layout basics
  - d. screen design issues
  - e. Navigation
  - f. Colors

0%

25%

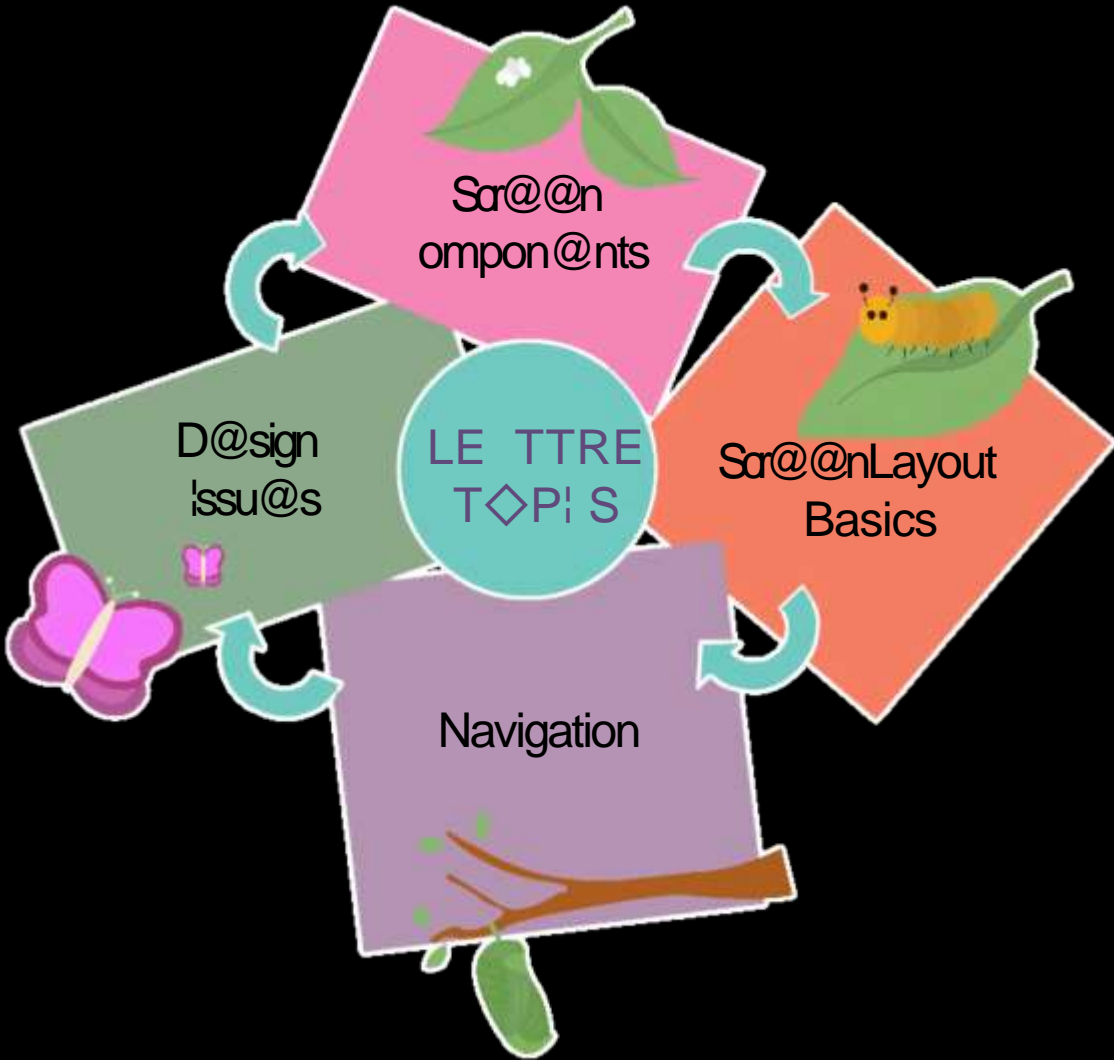
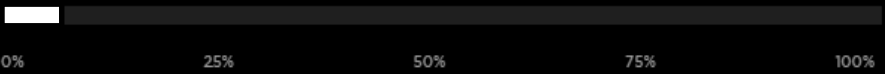
50%

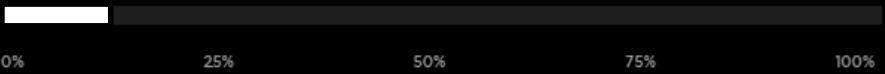
75%

100%



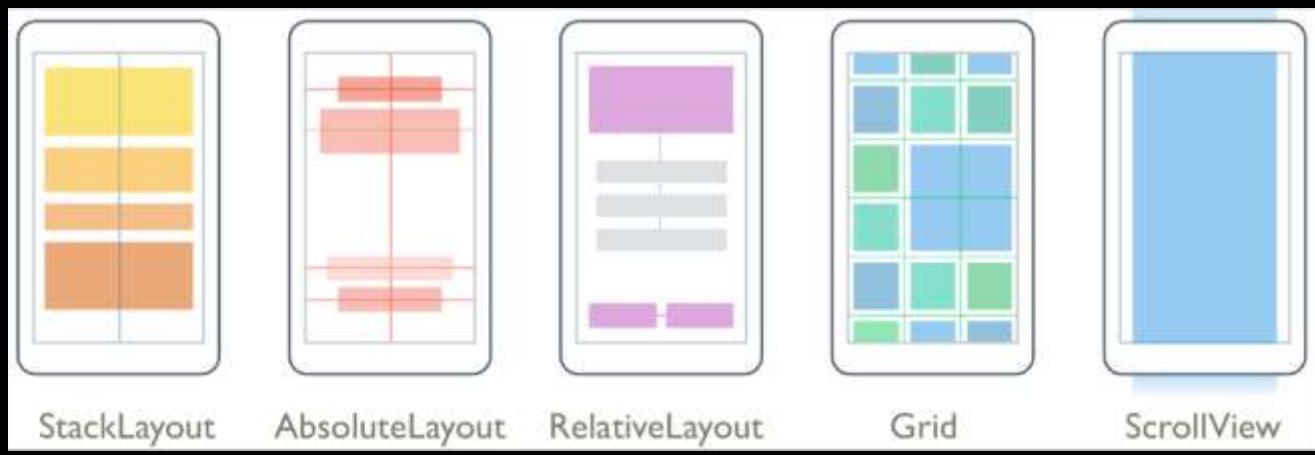
**A **Screen Design** is just a plan for how and where you intend to put things on the screen. There are usually many things you need to put on the screen such as the player's score number of lives left Game Logo level number information messages or whatever.**





# SC-EEN C◊M,◊NENTS LAT◊TT

Format, proportions and grids

StackLayout      AbsoluteLayout      RelativeLayout      Grid      ScrollView



0% 25% 50% 75% 100%

# SCREEN COMPONENTS

## L T O T-

- EAampi@for Mobi@ pps



# SCREEN COMPONENTS

L T T-

- EBampi@ for W@bsit@

The screenshot shows a user interface with a 'Logout' button, a welcome message for 'MAHFUZAH MOHAMAD', and the 'On-MITT' logo. The main heading is 'Select Your Teaching Tools:'. Below this, a paragraph explains that Multiple Intelligences (MI) are eight different ways to demonstrate intellectual ability and that the tools cover three types: Interpersonal, Visual-Spatial, and Verbal-Linguistic. Three computer monitors are displayed, each representing a tool: 'Linguistic' (showing a map), 'Interpersonal' (showing a flowchart), and 'Visual-Spatial' (showing a 3D structure).



0% 25% 50% 75% 100%

# SCREEN COMPONENTS TE-T

- Typ@fac@sand typ@s@ting

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

**UNIVERSITI TEKNIKAL MALAYSIA MELAKA**

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

UNIVERSITI TEKNIKAL MALAYSIA MELAKA





0% 25% 50% 75% 100%

# SCREEN COMPONENTS

## TE-T

- symbols

Wingdings

Wingdings 2

Wingdings 3

Webdings



**D** (Back)

**E** (Next)

0% 25% 50% 75% 100%

# SC-EEN C◇M,◇NENTS IIMAGE-T

Sign, icons, sAmbols, concr@t@to abstract



0% 25% 50% 75% 100%

# SCREEN COMPONENTS

## 3D GAMIFICATION ICON

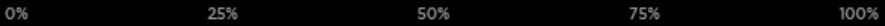


0% 25% 50% 75% 100%

# SCREEN COMPONENTS

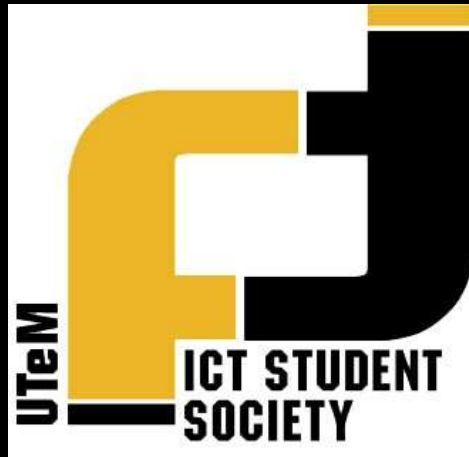
\*IST L IDEN-I-T  
- uniqu@app@aranc@

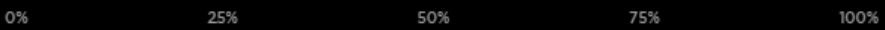




# SCREEN COMPONENTS

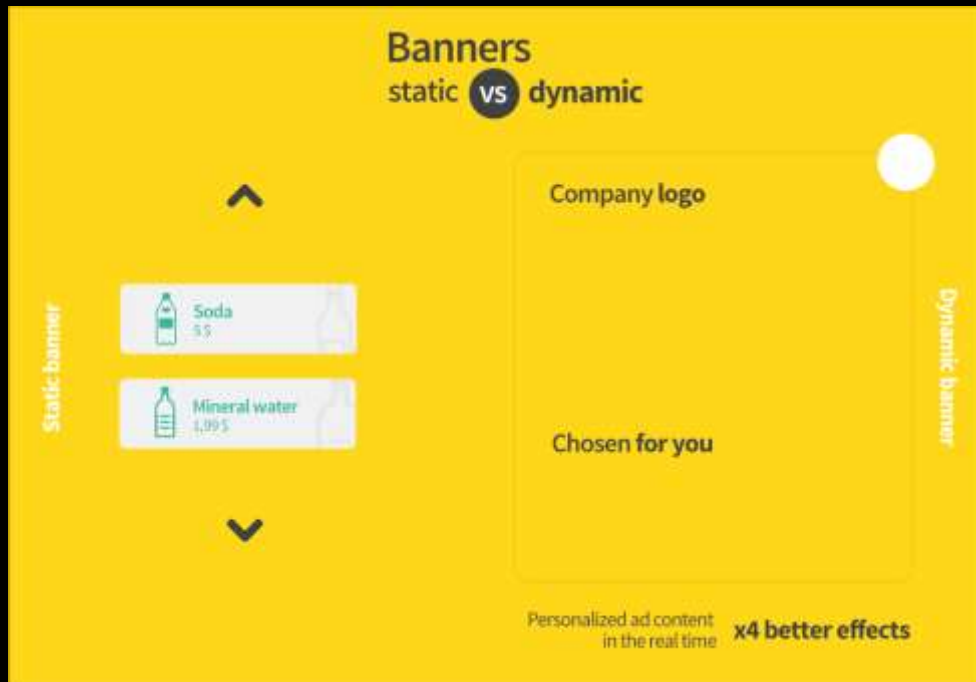
\*IST L IDENT-I-T  
- Examp!@





# SCREEN COMPONENTS

NIM -ION  
- dynamic of display



Banners  
static vs dynamic

Static banner

- Soda 55
- Mineral water 1.095

Dynamic banner

- Company logo
- Chosen for you

Personalized ad content in the real time **x4 better effects**



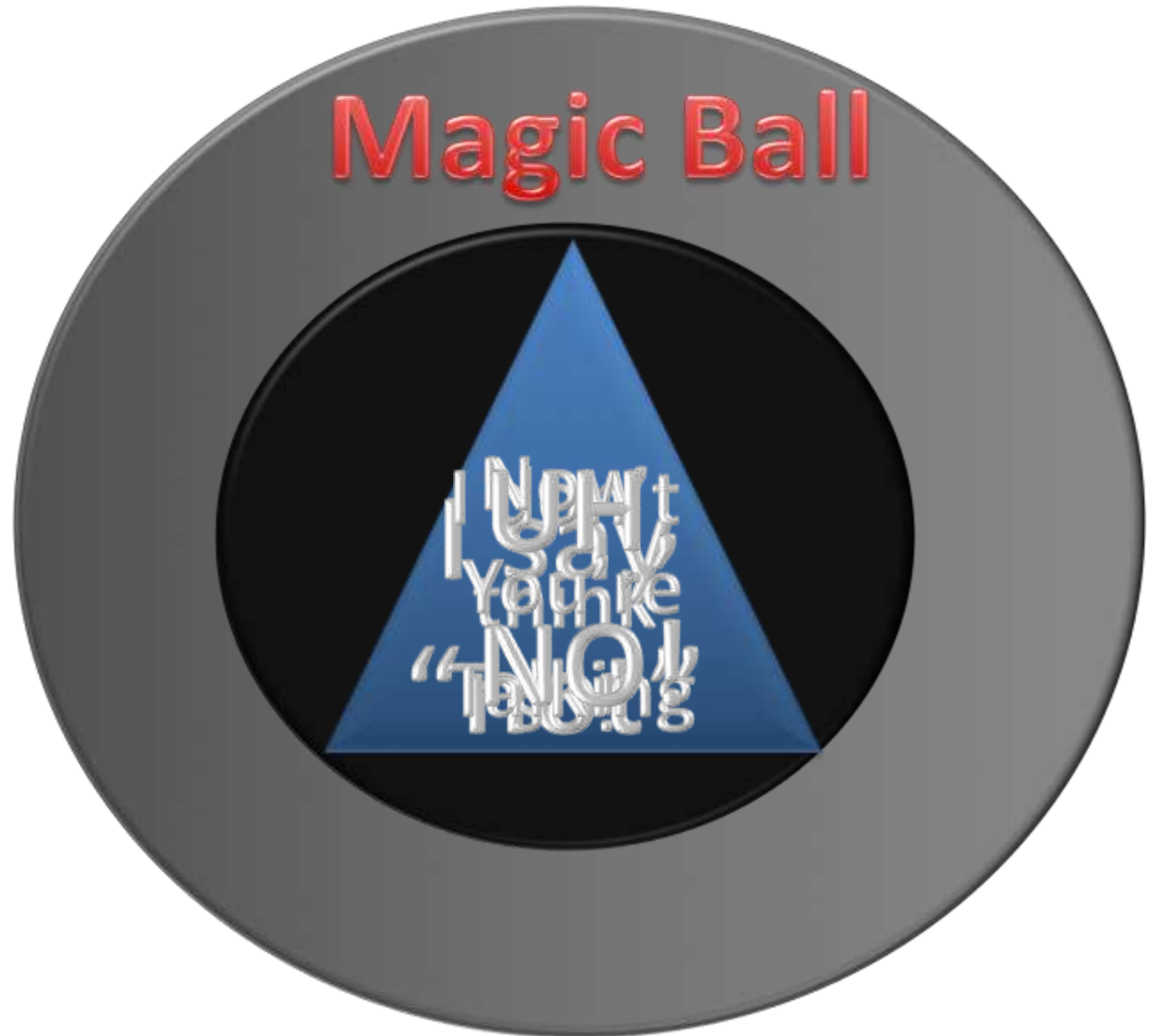
# SCREEN COMPONENTS

## COLOR AND EXTRE

- [conv@Boomp!](#) [@Ainformation](#) and [pictoria!r@alitB](#)



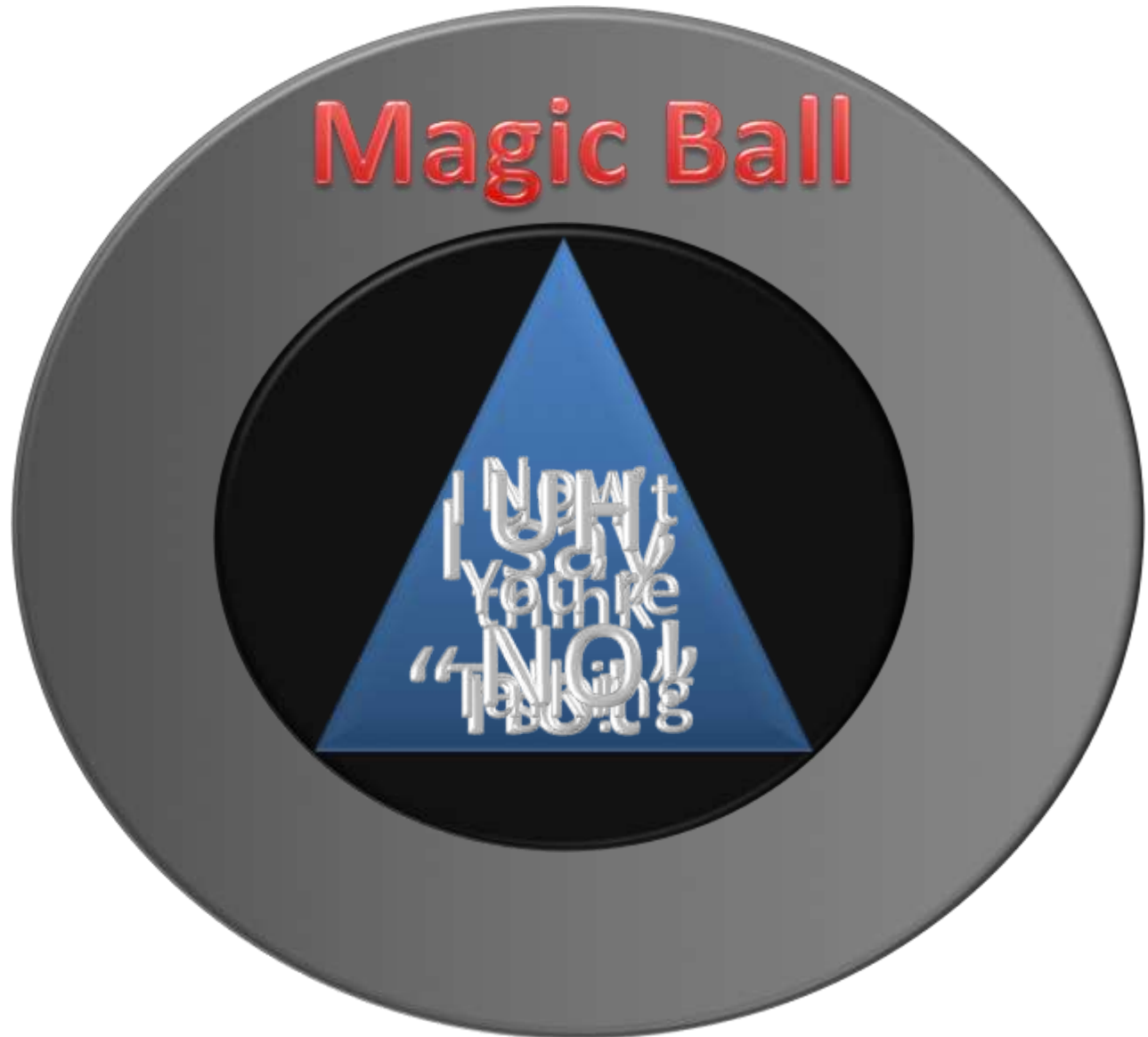
Which of the following is not a screen component:



- Layout
- Visual Identity
- Content
- Animation



Type of layout except:



- Mobile Layout
- Stack Layout
- Relative Layout
- Scroll View

Good color combination is \_\_\_\_\_

# Magic Ball

- Red on Green
- Black on Yellow
- Green on Orange
- Blue on Orange



