



‘EMERGING TECHNOLOGIES IN MULTIMEDIA’

March 24 – 26, 2011

at

Uttarakhand Open University

Unchapul, Kaladoongi Road, Haldwani (Nainital)

Uttarakhand PIN: 263139

Report By: Yogesh Munjal, Director

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Group Photograph



Participants and Experts at the workshop on “Emerging Technologies in Multimedia”
March 24 – 26, 2011, Haldwani, Uttarakhand.

1. INTRODUCTION

The Commonwealth of Learning (COL) organized a workshop on “Emerging Technologies In Multimedia” in Uttarakhand Open University, Haldwani, Uttarakhand to facilitate the participants of the Uttarakhand University with emerging technologies in multimedia in online training, held between 24th of March 2011 and 26th of March 2011.

This report details the outcome of the workshop held in the Uttarakhand Open University’s Head Office in Haldwani, Dist. Nainital, Uttarakhand.

The objective of the 3-Day workshop was to get participants familiar with the emerging technologies in multimedia which can facilitates the participants in developing educational content deliverables for the students of University in multi-lingual format.

This report contains the information on the following:

- Objectives of the Workshop
- Profile of Workshop Experts,
- Responsibilities of Experts
- Participants invited to the workshop
- Workshop Content and Deliverables
- Workshop Training Methods
- Participants feedback following workshop
- Workshop evaluation – Outcome of the workshop
- Conclusion and recommendations

This report also includes the following:

- Annexure A: Workshop Program
- Annexure B: Multimedia content developed by Participants

2. Objectives of the Workshop

The focus of the workshop was to familiarize the academic consultants of the university from the department of Environment, Literature, Astrology, Research and Nature Science with the requirements of capacity to develop skills in digital content developments and processes in their stream.

The workshop was to expose participants to the tools and applications used to develop electronic media editorial for the students of their respective stream in terms of Multimedia Presentations containing audio, video and custom designed animated visual aids and delivering that content on CD, Internet and custom made website as their primary distribution platform.

The workshop also offered the guidance to broad requirements of technical digital equipments like sound recording devices, video recording devices, editing and production along with list of various supported media-formats to be used for developing multimedia deliverables based on their required final outcome and taking their content to CD and website online.

Applications covered in the workshop were:

1. Adobe Flash Professional,
2. Adobe Dreamweaver,
3. Overview of audio/video editing tools like QuickTime Pro and Cool Edit Pro, and
4. Overview of “FTP Transfer” protocols for uploading websites on online server.
5. Development of “Hindi” Content in UNICODE.

The Workshop providing a broad overview and hands-on training program on above topics helps institutions in determining their strategy in developing multimedia course content that would be substantially sustainable and upgradable in the long term. Participants become aware of the possibilities of multimedia and expand their horizon which helps them develop rich multimedia based content which directly leads to self explanatory learning outcome for large group of students and learners.

The vision of multimedia content development is absolute long-term, and the organization of 3 days workshop was a kick start to the process. Based on the first workshop on “Emerging Technologies in Multimedia” in Uttarakhand Open University, Uttarakhand and Commonwealth Open Learning would see the possible potential for further workshops to address the specific developments in the similar field.

However, participants were interested in developing more complex and tangible multimedia products during their first workshop to draft their imagination up to their capacity and their vision after learning the possibilities in multimedia as per the skills developed during the workshop.

By the end of the workshop, participants were able to:

- Understand the possibilities of Multimedia Applications,
- Distinguish between different types of multimedia resources,
- Draft storyboard for developing multimedia content,
- Develop, edit and produce multimedia content using Adobe Flash,
- Draw 2D shapes and animation content to be used in developing learning resources,
- Integrate audio and video content in their multimedia content, and
- Developing rich-multimedia based web pages using Adobe Dreamweaver.

Based on the above, proposed content for the workshop included sessions on:

1. Introduction to Multimedia, Terminology and e-Learning

2. Principles of using multimedia tools like Adobe Flash & Dreamweaver
3. Introduction to design and development techniques
4. Demonstration of Tools and Application to be used for developing Multimedia Content
5. Practical Hands-On sessions on each topic demonstrated
6. Importing/Exporting various audio and video file formats in Adobe Flash
7. Publishing multimedia files in shockwave flash or .swf (to be used online)
8. Integrating multimedia files (.swf) in Web Pages using Adobe Dreamweaver
9. Publishing content online on webserver using CuteFTP.

3. Profile of Workshop Experts

<p>Yogesh Munjal Director, Workshop</p> <p>CEO – Sanyo, Inc. [www.sanyoinc.com] 10+ years of Multimedia experience, Flash Certified. B.Tech, BIT, M.Tech, PGDCA, Web Design & Development from Webcom Technologies (USA), IELTS Certified.</p>		Pic
<p>Sachin Marwaha Consultant, Workshop</p> <p>Manager – Technical, Sanyo, Inc. 9+ years of Experience in IT industry. B.Tech, BIT, PGDCA, M.Sc, MBA Web Design & Development from IGNOU University, IELTS Certified.</p>		Pic
<p>Sonika Marwaha Consultant, Workshop</p> <p>Lecturer – Multimedia & Emerging Technologies 5+ years of experience as lecturer for IT courses, specialized in “Artificial Intelligence”, .NET & Web Technologies, BIT, MCA, ADCA, HND from UK.</p>		Pic

4. Responsibilities of the Experts

The experts had to begin the consultancy on 24th of March, 2011 and complete the workshop by 26th of March, 2011, 3 days full time 10:00 hrs to 17:30 hrs.

Specific deliverables for the experts during the said timeframe were:

- Analyzing the knowledge of participants about Multimedia
- Development of a training plan for the workshop in consultation with COL
- Conduct the 3 Days training workshop: 24th March, 2011 – 26th March, 2011
- Submission of final workshop report by April 18th, 2011.

The expert's responsibilities were specifically to:

- Frame the training plan for the workshop, to be approved by COL

- Providing list of required media content and software in the multimedia lab

- Provide periodic updates to COL over the term of the contract on the status of activities undertaken, upcoming schedule and any issue or problem encountered during workshop

- During the workshop:
 - Make participants learn about advantages of Multimedia
 - Demonstration of multimedia presentations and CBT's
 - Explanatory sessions of multimedia tools: Adobe Flash & Adobe Dreamweaver
 - Basic concepts of multimedia and animation
 - Translation of education content & knowledge into multimedia format
 - Basics of Web-Content Development
 - Basics of ASCII & UNICODE for Web Content Creation

- Train participants on:
 - Introductory design concepts (Frames, Film Rolls, Flip-Book and Storyboard)
 - Introductory scripting for audio and video clips integration
 - Introduction to supported File formats in Multimedia and Web

- Assist participants to develop sample educational material
 - Review the sample material, and
 - Advice participants accordingly on content creation.

- Discuss with participants the importance of evaluation

- Evaluate the outcome of work performed under the surveillance of experts

- Prepare a final report on the observations, findings and recommendations of the workshop.

5. Participants at the workshop

Participants comprising a group of 24 people from the member of Uttarakhand Open University, Haldwani, Uttarakhand.

The participants were mainly Academic Consultants of the University from the various streams like Education, Information Technology, Astrology, Botany, Environmental Sciences, Tourism, Journalism, Media & Public Relations and some other streams operated by university.

The complete list of participants is with the COL and Uttarakhand Open University.

6. Workshop Content and Deliverables

The program was sent to the University a few days before the workshop and included the following topics to be covered under the workshop:

What is Multimedia?

Why do we use Multimedia?

Tools and application to be used for developing rich multimedia applications

Audio and video formats to be used for integration in developing multimedia content.

Learning mythology and styles

Basic Techniques for multimedia learning

Process of converting education content and knowledge into media format

Development of Multi-Lingual content for Web& Multimedia

Web site Design & Development using Adobe Dreamweaver

Understanding website structure and navigation using templates

Review and feedback on programmes

Evaluation on programmes, discussion on choice of media integration

Uploading on website

7. Workshop Training Methods and conclusion

Day 1: Introduction of Multimedia and Adobe Flash

The first day began in the conference hall of the university with the introductory speed from the Vice Chancellor of the university, Mr. Viney Kumar Pathak.

Mr. Pathak addressed the participants and discussed about the advantages and needs of multimedia in various streams, theoretical aspects related to multimedia had to be covered and key benefits in terms of developing multimedia based training programs for students of the university.

After the introductory session by Mr. Pathak, Experts of the Workshop continued with detailed information about “Emerging Technologies in Multimedia” began with Mrs. Sonika Marwaha.

By the end of pre-lunch session, participants have had basic knowledge about “What is Multimedia” and its uses along with the capabilities and possibilities of Multimedia Tools – Adobe Flash and Adobe Dreamweaver as demonstrated during the pre-lunch session.

Entire team of participants shifted to Multimedia Lab post-lunch for having hands-on experience on tools there're just aware of by now.

Post lunch session was began by Mr. Sachin Marwaha with demonstration of interface of Adobe Flash, its stage and timeline to make participants become more comfortable and understand the first look of the Adobe Flash.

After explaining the Adobe Flash's first interface, actual practical work began by Director of the workshop, Mr. Yogesh Munjal and things started to become more practical now onward.

We delivered first lecture on "Toolbox" in Adobe Flash and covered each and every tool in the toolbox. We demonstrated the use of each tool on the projector and after discussing each tool on the screen, participants were given time to do hands-on practice of each tool on their laptops and desktops.

While participants were having their first hands-on experience with Adobe Flash and were getting familiar tools as demonstrated, our experts were taking care of each participant by giving personal attention wherever needed.

By the end of Day 1, participants were capable of drawing shapes and objects in flash using tools like, Pencil Tool, Brush Tool, Oval Tool, Rectangle Tool and Transform Tool; and were well versed with the select and sub-select tools as explained in the practical hands-on session by Mr. Yogesh Munjal.

They were also aware about what is Flash, Its Uses and possibilities in Flash.

They became aware of basic concept of animation and how to form a simple animation in Flash.

Day 2: Advance Topics in Adobe Flash

Day 2 became more practical as we discussed in-depth multimedia techniques and explained the Flash Timeline with the help of various videos and images of the real-time industry specific animation for explanatory reference purpose.

Topics covered in Day 2 were as follows:

- ✓ Flash Timeline,
- ✓ Time Sequence and Frame Rate
- ✓ Frames, Key Frames and Blank Key Frames in Timeline
- ✓ Common Property Panel for Tools & Objects
- ✓ Advanced tools options for each tool for making more prominent and impressive designs
- ✓ Objects and Instance with relation to Flash Library and Its use
- ✓ Images, Audio & Video Integration

This enabled participants to understand the concepts behind frames, frame-rate, animation, object, re-usability of objects and helped them draft the storyboard for creating multimedia learning content in more clear way.

There were contentious question & answer sessions and feedback from participants to keep discussions lively on periodical basis.

This was the end of Day 2 with the end of Adobe Flash as well and by the end of Adobe Flash, participants were capable of creating graphics, make modifications to their color and shape of the graphics, making them objects, insert frames, insert keyframes, perform simple animations like move, blink, color changing text and objects, fade-in & fade-out effects, incorporate audio, videos and images in flash files and organize them well in flash's document library well enough.

They were also aware the logic behind maintaining library and instance and its benefits in great extend.

Although it was hard to decide what to teach in such a short span of time, we covered all the principals of multimedia, animation and managed to let participants have hands on experience on each and every tool or action demonstrated on the projector screen.

Participants were divided into groups of 2 participants each and were asked to create a multimedia lesson in their stream and that would help them recalling their learning and test their capabilities in this field.

Day 3: Building Website using Adobe Dreamweaver

Day 3 began with doubt session of flash and after discussing doubts and explaining them on projector; we started to begin working on Adobe Dreamweaver.

As this was again a new topic for the participants, we began with demonstrating the Adobe Dreamweaver interface on projector and explained the entire interface in great extend to make participants familiar with the first screen of Adobe Dreamweaver.

As day began, we started with the explanation of Tools and common property panel in Adobe Dreamweaver. Topics covered under first day of Adobe Dreamweaver were as follows:

- ✓ Website Structure
- ✓ Basic HTML Structure
- ✓ Website Tree Building & Organization
- ✓ Managing Files, folders and Media Using Site Structure
- ✓ Explanation of Tools – Basic and Advanced
- ✓ Explanation of Common Property Panel
- ✓ Creations of Tables, Cells and merging & splitting of cells
- ✓ Inserting Images like .jpg, .png and .gif files supported by web browser
- ✓ Integration of Flash Media Files (.swf) as developed by participants in previous sessions
- ✓ Text editing like font, size and color and managing them with the help of table structure
- ✓ Creation of Hyperlinks and navigation from one page to another and back
- ✓ Template Creation, Making WebPages using templates
- ✓ Benefits of templates and making modifications in template
- ✓ Creating Hindi Content in ASCII & Unicode to be used to Web

As day 3 was the last day of the workshop and our duty was to deliver the lessons as well get the full outcome of the delivered lessons in the form of getting projects and website developed by participants in Flash and Dreamweaver so day 3 became really hectic for all of us.

The time only allowed us to complete one small Learning Tutorial using Flash and a small website using Dreamweaver but this was the most involved program in terms of 3 days only.

We illustrated step-by-step how to begin with creating first simple line in flash to make it full fledged animated CBT session and make it ready to be uploaded on the web Server.

In the evaluation of the workshop, participants showed great interest and enthusiasm in learning these technologies taught during the workshop. Though we had a cap of just 3 days but we delivered the content up to great extend and managed to explain all the basic concepts of web and multimedia and participants took this learning seriously and showed their possible efforts in understanding these techniques involved.

After attending the three days workshop, expectations from the participants arose far high than before and have started to visualize the possibilities in creating multimedia contents for their future which requires several more production workshops like this before they could develop multimedia programs for their students more confidently. However they enjoyed this practical exercise and had a fair idea about what to advise to their institutions when it comes to developing multimedia enabled course development in future.

8. Participants feedback following workshop

Following questions were put to workshop participants on the final day of the workshop. These were:

- To what extent have your expectations been met?
- Comment on the following:
 - Workshop Content
 - Quality of Lectures
 - Knowledge of Experts in Flash & Dreamweaver
 - Explanation power of Experts in delivering session
- Are you able to tell what is multimedia and what are the required resources for designing multimedia development?

And 9 participants shared their valuable views on the final day of the workshop in front of their Vice Chancellor Mr. Pathak and experts Mr. Yogesh Munjal – Director of the Workshop, Mr. Sachin Marwaha and Mrs. Sonika Marwaha and summary of the responses is as follows:

- Our expectations were met to a large extent. We became aware of “What is Multimedia”, “How to use Multi-Media” and how to create lectures using flash and taking them on web using Dreamweaver. It has shown us a path to understand how media and animation is formed and what it can do for us in making more self-explanatory content for our students in future.
- These skills require great practice and dedication and I had never thought that experts will make me learn these technologies that easily. Steps taught by experts in learning these tools were really serialized and help me understand them well enough.
- I had heard about these tools before and had thought of learning them by myself earlier but failed and thought this is really tough for me and thought it’s not my cup of tea, but when I attended the lecture by Mr. Yogesh Munjal, he really made me understand each and every basic to advanced terms so swiftly. His knowledge and explanation capabilities are unremarkable.
- Now I know how to create impressive multimedia powered lectures and CBT’s by myself.
- I’ve attended some other workshops like this before but this is the most impressive and detailed workshop I’ve ever attended. Knowledge of presenters (experts) is out of the world and they have in-depth knowledge about their subject up to great extent.
- I’ve never seen presenters taking this much pain to make sure everyone understood explained topic well enough. Though in 3 days I can’t become a multimedia expert but at least now I can say that I know what is multimedia and how to use it whenever

needed.

- This workshop should be conducted once again but for at least 12-15 days so that we could become experts in Flash & Dreamweaver under the guidance of experts. Though I've learned and understood the said subjects well enough but more can be done in multimedia and that requires time for us and presenters as well.
- This is the first and best workshop of my life and it has increased my interest in multimedia especially flash up to great extend.
- Needed more time to practice and hope university will organize workshops like these for at least 2 weeks in future.

9. Conclusion and recommendations

Participants have appeared to show their great interest in learning principals of multimedia content development and have had idea of how to develop multimedia contents containing images, audio and video and take them on web online.

Profile of participants show that none of them was from the IT background stream but had just fair knowledge of basic usage of computers like MS Word and MS Excel but they have interest in learning these technologies and want to explore more in the same stream to develop rich multimedia enabled CBT and Learning Materials.

We could deliver best of our knowledge in 3 days as per our capabilities but it became little harder for participants to grasp and remember all the lecturers in merely three days. We recommend that workshops like this should be conducted for at least 8 days plus 2 days for core development of final projects by participants under expert's assistance.

This workshop didn't include Flash's Actionscript navigation because of the time limitation but we suggest that participants should be given introduction to Actionscript fundamentals and that would give them horizon to explore more in this field.

One session of HTML should be taught to participants in advance or given at least 1 extra day for HTML only so that when they began working in Dreamweaver, they should be aware the behind the scene coding of HTML Web Page being designed.

One most important clause: all participants were using laptops that too without mouse, which is like filling a pond with the help of spoon. I recommend that participants should be given desktop machines for practice or should be given USB Mouse attached to their laptops for practicing on Flash & Dreamweaver.

English language skills of the participants were about average but we made sure that every participant has understood the concept easily. We used a blend of visual aids, graphics and animation to make them understand the core concepts in great detail.

Annexure A: Workshop Activities



Annexure B: List of participants



Multimedia Workshop
24 – 26 March 2011



S. No	Name	Designation	Dept	24/03	25/03	26/03
1	ANIL KUMAR TALIA	Lecturer	Hotel Mgmt	ANIL	ANIL	
2	Dr Beena Joshi	Lecturer (Ecom)	Forestry	Beena	Beena	Beena
3	ALIND UPADHYAY	Academic Consultant in Commerce	Commerce	ALIND	ALIND	ALIND
4	Surendar Singh	"	Mgt	SS	SS	SS
5	Dr. Hemant Khandelwal	Research Scientist	Ayurveda	Hemant		
6	RK Guleri	EC		RK		
7	Monika Pathak	Co-ordinator	Students	Monika	Monika	Monika
8	Poolesh Pahal	Academic curricula	Journalism	Poolesh	Poolesh	
9	Mamta	"	Education	Mamta	Mamta	Mamta
10	Sanjana Kaurtel	"	Projects	Sanj		
11	Neha Chauhan	"	Tourism	Neha		
12	Sana Rahman	"	Vocational st.	Sana	Sana	Sana
13	राजेश केशव	अकादमिक परामर्श-सहायक	हिन्दी	RS	RS	
14	Sangeeta Bujpai	Lecturer	Ek-geet Sanskrit	S. Bujpai	S. Bujpai	S. Bujpai
15	Bhagwati Kant	A.C Consultant	Sanskrit	B. Kant	B. Kant	B. Kant
16	Sheela Rajwar	Academic Consul	Hindi	Sheela	Sheela	Sheela
17	Rohitash	"	English	Rohitash		
18	Roohi Bora	"	Food Nutr.	Roohi	Roohi	Roohi
19	Dr. Devash Kumar Mishra	"	Language	Devash	Devash	Devash
20	Rajendra Gowami	Lecturer	Computer Science	Rajendra	Rajendra	Rajendra
21	Dr. Subhash Bhatt	Lecturer	History	Subhash	Subhash	Subhash
22	Dr. Subhash Ranale	Lecturer	Tourism	Subhash		
23	Dr. Chandroan Joshi	Academic con	Pol/Sec	Chandroan	Chandroan	Chandroan
24	Dwijesh Upadhyay	Academic Consultant	Musical	Dwijesh	Dwijesh	Dwijesh

✓25	Balram Dafodi	Academic Consultant	Computer Science	Balram	Balram	Balram
✓26	Kaite Kumari	AC	CS & IT	Kaite	Kaite	Kaite
✓27	Navneet Nehru	Jr Researcher	R&D	Navneet	Navneet	Navneet
✓28	Vineet Ranvijal	Jr Researcher	R&D	Vineet	Vineet	Vineet
✓29	Samra Singh	Lecturer Ayurveda	Ayurveda	Samra	Samra	Samra
✓30	Vinod K. BIRKHANI	AC	Agri.	Vinod	Vinod	Vinod
✓31	Sangita Singh	A.C	Psychology	S. Singh	S. Singh	S. Singh
✓32	Neeraj Singh	J. R. S	Social Sciences	Neeraj	Neeraj	Neeraj
✓33	SUSHMA MISHRA	Lecturer	Social Sciences	Sushma	Sushma	Sushma
✓34	HPS hukla	Prof	Language	HPS	HPS	HPS
✓35	Vinayak Patil	Student		Vinayak	Vinayak	Vinayak
✓36	M.M. Joshi	A.C.	School of So. Sc.	M. Joshi	M. Joshi	M. Joshi
✓37	Surya Bhan Singh	Lecturer	" "	Surya Bhan	Surya Bhan	Surya Bhan
✓38	Dr. Amitendra Singh	AC	" "	A. Singh	A. Singh	A. Singh
✓39	Dr. Manjari Agarwal	A. Consultant	School of Nat. Studies	Manjari	Manjari	Manjari
✓40	Balram Dafodi	A. Consultant	Computer Science	Balram	Balram	Balram
✓41	Sheela Rajwar	A. Consultant	School of Languages	Sheela	Sheela	Sheela
✓42	Beena Jaha	Lecturer	Forestry	Beena	Beena	Beena
✓43	Rohit Singh	Asst. Lect	English	Rohit	Rohit	Rohit
✓44	Navneet Nehru	J. Researcher	R&D	Navneet	Navneet	Navneet
✓45	Indu Bora	Asst. Consul.	Food & Nutr.	Indu	Indu	Indu
✓46	Shyama K. Singh	JRS	R & D	Shyama	Shyama	Shyama
✓47	Surendra Singh	A. Con	Math	Surendra	Surendra	Surendra
✓48	Siddharth Patil	A. Con.	Edu	Siddharth	Siddharth	Siddharth
✓49	Sapna Agarwal	A. Cons.	S.S.	Sapna	Sapna	Sapna
50	Pawan Upreti	A. Con.	J. M. Con	Pawan	Pawan	Pawan
51	Dr. Subhash Kumar	Lecturer	Language	Subhash	Subhash	Subhash
52	Neha Chauhan	A. Cons	Tantri	Neha	Neha	Neha
53	Rakesh Pappai	Hardware Eng	C.S.	Rakesh	Rakesh	Rakesh
54	Calit Bhatt	A. C. H&A		Calit	Calit	Calit

Already at # 2

Annexure C: Acronyms

- ❖ Computer animated graphics formats like
 - ✓ GIF- Graphics Interchange Format
 - ✓ MPEG- Motion Picture Experts Group
 - ✓ SSA - Super Smooth Animation
- ❖ Computer graphics formats
 - ✓ BMP- Bitmap
 - ✓ GIF- Graphics Interchange Format
 - ✓ JPEG - Joint Photograph Experts Group
 - ✓ TIFF - Tagged Image File Format
- ❖ Others
 - ✓ HTML - Hypertext Markup Language
 - ✓ HTTP - Hypertext Transfer Protocol
 - ✓ RGB - Red Green Blue
 - ✓ AVI- Audio Video Interleave
 - ✓ SWF-swiff

Annexure D: Workshop Schedule



Multimedia Workshop for Uttarakhand Open University



24 – 26 March 2011

Haldwani, Uttarakhand

Time & Date	Session	Theme	Expert (s)
DAY I: THURSDAY, 24 March, 2011			
1000 – 1100 hrs	Inaugural Session	About UOU and CEMCA MOU and collaboration; About the Workshop/ Experts	Dr Vinay Pathak, Mrs. Sonika Marwaha
1100 – 1130 hrs	TEA BREAK		
1130 – 1230 hrs	Session II	What is Multimedia: Types of Multimedia	Mr. Sonika Marwaha
1230 – 1330 hrs	Session III	Working with Multimedia Tools	Mr. Yogesh Munjal/ Mr. Sachin Marwaha
1330 – 1430 hrs	LUNCH BREAK		
1430 – 1530 hrs	Session IV	Working with Flash: CBTs/ Any Educational Multimedia Demo	Mr. Yogesh Munjal/ Mr. Sachin Marwaha
1530 – 1545 hrs	TEA BREAK		
1534 – 1645 hrs	Session V	Working with Flash: Demo and Hands -On	Mr. Yogesh Munjal, Mr. Sachin Marwaha, Ms

			Sonika Marwaha
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DAY II: FRIDAY, 25 March, 2011			
1000 – 1100 hrs	Session VI	Working with Flash: Demo and Hands- On	Mr. Yogesh Munjal , Mr. Sachin Marwaha, Ms. Sonika Marwaha
1100 – 1130 hrs	TEA BREAK		
1130 – 1230 hrs	Session VII	Working with Flash: Demo and Hands -On	Mr. Yogesh Munjal , Mr. Sachin Marwaha, Ms. Sonika Marwaha
1230 – 1330 hrs	Session VIII	Working with Dreamweaver: : CBTs/ Any Educational Multimedia Demo	Mr. Yogesh Munjal/ Mr. Sachin Marwaha
1330 – 1430 hrs	LUNCH BREAK		
1430 – 1530 hrs	Session IX	Working with Dreamweaver: Demo and Hands- On	Mr. Yogesh Munjal, Mr. Sachin Marwaha, Mrs. Sonika Marwaha
1530 – 1545 hrs	TEA BREAK		
1534 – 1645 hrs	Session X	Working with Dreamweaver: Demo and Hands -On	Mr. Yogesh Munjal, Mr. Sachin Marwaha, Mrs. Sonika Marwaha

DAY III: SATURDAY, 26 March, 2011			

1000 – 1100 hrs	Session XI	Working with Dreamweaver: Demo and Hands -On	Mr. Yogesh Munjal, Mr. Sachin Marwaha, Mrs. Sonika Marwaha
1100 – 1130 hrs	NO TEA BREAK	IN THE LAST DAY	
1130 – 1230 hrs	Session XII	Elements of Multimedia: Text, Sound, Video, Graphics, Animation	Mr. Yogesh Munjal/ Mr. Sachin Marwaha/ Mrs. Sonika Marwaha
1230 – 1330 hrs	Session XIII	User End: Human Computer Interface; Access, Delivery, Scheduling, Recording; Interactivity	Mr. Yogesh Munjal/ Mr. Sachin Marwaha/ Mrs. Sonika Marwaha
1330 – 1430 hrs	LUNCH BREAK		
1430 – 1530 hrs	Session XIV	Testing the parameters: Presentations	Mr. Yogesh Munjal/ Mr. Sachin Marwaha/ Mrs. Sonika Marwaha
1530 – 1545 hrs	NO TEA BREAK		
1534 – 1645 hrs	Session XV	Testing the parameters: Presentations	Mr. Yogesh Munjal/ Mr. Sachin Marwaha/ Mrs. Sonika Marwaha
1230 – 1330 hrs	Session XXIII	The Art of Critiquing Multimedia Learning Materials	Mr. Yogesh Munjal/ Mr. Sachin Marwaha/ Mrs. Sonika Marwaha
1330 – 1430 hrs	LUNCH BREAK		
1430 – 1530 hrs	Session XXIV & Tea	Valedictory Session	Dr Viney K Pathak, Abhishek Nagar, Yogesh Munjal, Sachin Marwaha & Sonika Marwaha