

Digital Media Micro Lesson

Introductory Video 4: Categories

Hello, David Black here. This is introductory video number four and its time to talk about how the contest portion of this program works. You already know how these Digital Media Micro Lesson videos build up skills and how to certify through the hidden letters. Like this one here. Make sure you write it down on your game sheet!

Once you've learned the software, it's time to start the real purpose of this program: to create digital media that teaches your classmates about space science. In our last video I told you about three-dimensional choice of topic, medium, and approach. But it all comes down to excellent science communication. That's what we're after!

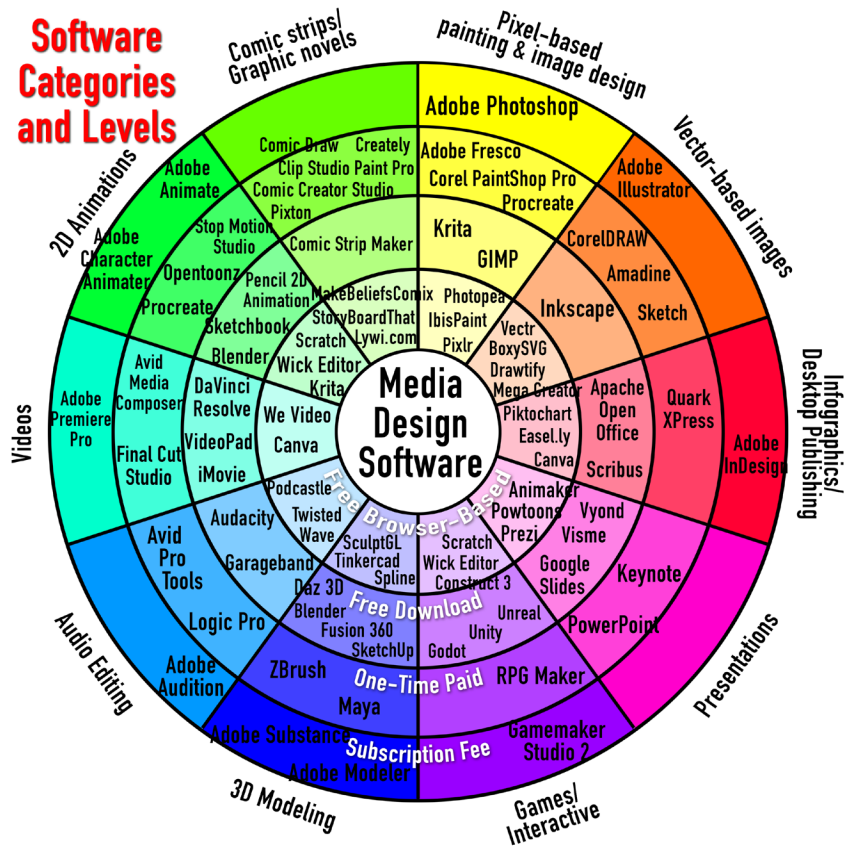
Your final projects will be judged by the education staff at Clark Planetarium. You can enter one of eight categories for the contest, based upon your media software skills. They are: Interactive websites or games; Desktop publishing documents like brochures, newsletters, or Infographics; Digital images or diagrams including comic strips and graphic novels; audio files such as podcasts and interviews; Videos; 2D or 3D Animations; presentations; and 3D models with captions.

That's a lot to choose from. You will want to think through what your topic will be and the approach you want to take, then learn the software that will be best for achieving that approach. We'll go over what software to choose in the next video.

As you build your Cosmic Creator Challenge project, you must team up with three other classmates or friends. To make sure that your project is the best it can be and increase your chances of winning, your teammates will evaluate your project first using a Google form linked on this website and provide you with suggestions for improvement. You will do

the same for them. Then you must revise your project by following their suggestions. Present it to your teachers next and revise it again. Then and only then should you submit your project to the official website.

You will be judged on five criteria. First, have you mastered the scientific concepts and ideas you are trying to present? Second, the creativity of your project. Is it just another boring Powerpoint presentation? Or did you think outside the box? Third, the artistic quality of your project and the effort you put into it. Fourth, how well you mastered the software. You may use some fine art skills, but they must be combined with digital software. Fifth, how clearly you communicate your concepts. Each of these criteria will be judged on a 0 to 4 scale which we will describe in detail in a later video.



This is your mission, if you choose the challenge. I look forward to seeing the amazing, creative space science media you make. Best of luck!