Development Of Mini Encylopedia On Solar System

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DECLARATION

I certify that this thesis and the research to which it refers are the product of my own work and that any ideas or quotation from the work of other people, published or otherwise are fully acknowledged in accordance with the standard referring practices of the discipline.

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CHAPTER 1

INTRODUCTION

1.1 Research Background

An electronic multimedia encyclopedia can present information in better ways than a traditional encyclopedia. When interactivity is built into multimedia, control is given to the user. Thus, this interactivity facilitates the user on searching their information s as interactive as multimedia encyclopedia. The user has more fun and learns fast. For instance, an article on World War II can include hyperlinks of countries involved in the war. When a user clicks on a hyperlink, user is redirected to a detailed article about that country. In addition, it can include a video on Pacific Campaign. It can also present images which are maps pertinent to World War II.

The goal of multimedia design is to develop an interface that will allow user control in a way that works with the content while addressing the needs of the user. Influenced in the mid-60s by the educational theories of Jean Piaget and Jerome Bruner, computer technologists and theorists began to study the interactions between computer and user. Their primary motive was to design computers that were more useful and could function as an extension of human consciousness. They discovered that different levels of interactivity, or degrees of interaction, can take place according to a user's need and the sophistication of the technology.