

ETHICS

Interactive Quiz

Assignment

Activity Preparation and Assignment

Create a new project folder named *Copyright Interactive Project*. Create an interactive quiz that asks the user multiple-choice and true-false questions about copyright laws. Your audience is middle school students, senior high school students, or adults. You choose the audience. If users choose correctly, they will link to a “correct” slide with a positive comment, if users are wrong, they will link to a “sorry, try again” slide with directions on where to search for further study. Gather content from class, group discussion, and your notes. Using the Internet is an option.

Consider the following as you begin the planning part of the presentation design:

1. Your audience.
2. The purpose.
3. The interface design. Are you going to use arrows, autosshapes, and/or clipart for the navigation buttons?
4. Location of buttons.
5. The part of the answer to link—the letter in front of the descriptor or the entire descriptor.
6. Consistency of the design.
7. The structure of a correct slide for each question and one slide for an incorrect answer for the entire show or a slide for each incorrect response.

Include the following in your interactive exam presentation:

1. A storyboard/outline and a flowchart for the presentation (Submit both.)
2. A title slide with your name, the name *Interactive Exam on Copyright*, and an appropriate graphic
3. The second slide with the word copyright and a definition of copyright
4. The third slide (or another slide) showing a link to the U.S. Copyright Office (locate the URL for this office) and another link to the benedict.com Web site. (Provide a brief explanation of the site contents.)

5. Three questions about copyright law (Use three or four options for multiple choice questions and only one for a true/false question.)
6. One “incorrect” answer slide or several for each incorrect multiple choice response
7. A “correct” answer slide for each question
8. A background gradient or texture for the slides, not a selection from the design template
9. Interactive (functional) buttons (quit, choices, next, back, etc.)
10. The slide show set up as a kiosk presentation
11. Transitions and object animation effects on each slide throughout the presentation
12. Some automatic timing for object animation effects
13. A print screen copy of the *Copyright Interactive Project* folder
14. A printed handout of the presentation with six slides per page

Resources

Web sites (and/or key words to use for search):

Font Web sites:

www.acidfonts.com

www.fontfreak.com

Some copyright Web sites:

<http://www.utsystem.edu/ogc/intellectualproperty/copypol2.htm#test>

Fair use of copyrighted materials

<http://www.utsystem.edu/ogc/intellectualproperty/ccmcguid.htm#2>

Fair use guidelines for educational multimedia

Decide on key words to use for search on the Web.