

Essential Questions:

- How can we make an excellent logo?
- How can we share what we have learned with people that are not in our class?
- How can we collaborate and communicate with others online?

Goal: Your goal is to create an online tutorial wikispace for Macromedia FreeHand.

Role: You are a team of web designers at Macromedia.

Audience: First time users of Macromedia Freehand anywhere in the world.

Situation: You will need to collaborate together to produce a thorough, easy to understand, tutorial wiki about the basics of Freehand for a worldwide audience.

Product: Your wiki must demonstrate everything that you have learned about logo design and Macromedia Freehand this quarter.

Your wikispace must include 6 sections:

- a) An introduction with a description of the process we went through to create our movies (including the Technology Design Cycle)
- b) FreeHand Skills: In this section, include:
 - Detailed description of each FreeHand skill you have learned
 - Screen shots of each tool
 - Clear steps on how to use each tool with screen shots
 - External links to other useful websites to support your informationFocus on:
 - What does this tool do?
 - How do you use this tool?
 - Why do you need this tool for a successful logo?
- c) FreeHand Logos: In this section, include:
 - Your individual logo
 - The steps you took to complete your logo
 - A reflection on the process of completing your logo
- d) FreeHand Tips: In this section, include:
 - Helpful advice for users new to FreeHand
 - General tips for how to use FreeHand more effectively
 - Details about what makes a good logo and why (i.e. logo criteria)
 - External links to other useful websites to support your information
- e) FreeHand Glossary: In this section, include:
 - Definitions for all FreeHand terms used in your website
 - External links to other useful websites to support your information
- f) Links
 - Links to helpful external websites with detailed descriptions of what you can find there and why you would want to use them.

Note: You must include proper citations for all images or external information.

Assessment: You will be assessed on both your content and your participation and effort within your group. If you are not meeting group standards, grading will be individualized. See attached rubric.

This project meets the following IT Standards and Benchmarks:

IT Benchmark 2.2: Discuss issues related to acceptable and responsible use of information and communication technology, analyze the consequences and costs of unethical use of information and computer technology, and identify methods for addressing these risks.

IT Benchmark 2.3: Examine issues related to computer etiquette and discuss means for encouraging more effective use of technology to support effective communication, collaboration, personal productivity, lifelong learning, and assistance for individuals with disabilities.

IT Benchmark 4.1: Know how to use telecommunications tools such as e-mail, discussion groups, and online collaborative environments to exchange data collected and learn curricular concepts by communicating with peers, experts, and other audiences.

IT Benchmark 4.2: Know how to use a variety of media and formats to design, develop, publish, and present products (e.g., presentations, newsletters, Web pages) that effectively communicate information and ideas about the curriculum to multiple audiences.