



New Tech Network

Digital Background for Middle School Drama Productions

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New Tech Network Project Spotlight
@ St. Charles Satellite Center

Interactive Media

Interactive Media prepares team members for one of the fastest growing and evolving careers in the job market today, the interactive media/design field. Team Members will take part in real, client related projects that use tools, resources and methods found in the field to prepare team members for the interactive media field and post-secondary study. These projects integrate the elements of audio, video, still images, animation, text and data for the delivery of interactive content.

**Interactive Media team members also have the opportunity to work for WebQuil (the parish website maintenance project) as paid interns.*



Team members engaged in this on-going project are using the Design Thinking process to create the final products, which will be presented when the plays are performed in December and January at the two middle schools. Interactive Media team members will be working with the students to manage the "tech crew" during all performances. This project was launched by the client in an in-person meeting with the class where he outlined the needs for the project.

Technology that Enables this Project

- Adobe Creative Cloud Suite
- QLab: video and audio
- ProPresenter

The Interactive Media course in Louisiana does not have state-adopted standards; however, staff members adopted some of the state standards for literacy and NTN agency for this particular project, including:

- Integrate and evaluate content presented in diverse media and formats, including visually and quantitatively, as well as in words
- Prepare for and participate effectively in a range of conversations and collaborations with diverse partners, building on others' ideas and expressing their own clearly and persuasively
- The student understands how effort and practice relate to getting better at skills, improved work quality, or performance
- The student identifies challenges, failures, or setbacks and reflects on how reactions to them (i.e. giving up, trying harder) affect process, product, or learning

"Students had to adapt and learn both new technical skills and new communication and collaboration skills since project management was left up to the groups. The goal was for each team member group to function as interactive media experts, and I was blown away by their continuous flexibility and ability to produce high quality work that exceeded the client's expectations."

– Brian Gough, Interactive Media Facilitator

Team Members will be creating digital backgrounds for 14 plays that have been adapted from folktales/fairytales and stories throughout the world:

- The Red Shoes
- The Magic Book
- The Hitchhiker
- Cinderella
- The Sticks of Truth
- The Pardoner's Tale
- The Lute Player
- The Flying Head
- A Cold Night
- Stone Soup
- Little Red Riding Hood
- Pandora's Box
- Fatima and the Snake

(different versions for each school)