



THE MAKING OF

HOW TO PREPARE FOR AN

EARTHQUAKE

ABOUT THE PRODUCERS:

This earthquake simulation is an example of the type of professional content created by e-Mersion Media. Our rapid eLearning production process enables us to give our customers a high quality product in a short time frame. This demo is one of many in our portfolio. To find out more about our production services, go to full-emersion.com or, contact us by email at info@full-emersion.com

THE MAKING OF THE EARTHQUAKE SIMULATION:

We used several of the new features of Articulate '09 to create the earthquake simulation. The following page is a brief description of how we created the various components of this course.



The Flash videos were created using computer animation software and video and photo editing software. They were inserted using Articulate Presenter '09.



Many objects were created in PowerPoint 2007. These objects were hyperlinked to other slides to create the branching feature. We used the Articulate '09 annotations feature to high-light where the user clicks.



The interactions were created using the new Articulate Engage '09. Flash files were inserted in each of the sections to add additional interest.



By using Articulate Quizmaker '09, we were able to quickly create advanced branching within a user driven assessment.



Some of the questions were created in Articulate Presenter '09. Using invisible hyperlinks, the buttons animate when the user clicks.



The resources section was created with Engage '09 interactions. We also created embedded links using the web object feature of Presenter 09. Each page of the resource section uses Articulate 09 branching to return to the main resource page.



The glossary was created using Articulate Engage '09. We then inserted the Glossary using the Presenter's new tab function. Flash animations were inserted to further illustrate the glossary.



The virtual characters were designed and animated by Gravity Design Studios (gravitydesignstudios.com). We imported the final rendering of the characters into Final Cut Pro and added the other elements. The final version was exported into a Flash format.