



Assignment 5: Media Player



Description:

Content is the lifeforce of the web. Many projects rely on a user-interface created for the purpose of browsing media whether it be a gallery of images, a collection of texts, or a playlist of audio or video files. The way these navigational systems are built can have a huge impact on the tone or narrative of the media on display and can heighten a user's experience. In this project we will develop a curated set of media files and create an accompanying interface for exploring, browsing, and playback.

Goals:

- Build a fully functional user-interface.
- Control video and/or audio files using JavaScript.
- Create a piece of object-like software that transcends the browser page.

Guidelines:

Your collection can include any type of files: audio, videos, images, text, or any combination of the previous. Whatever category you choose, please make sure there are at least 10 items to work with. Your player should include a set of controls like play/pause/next/previous/volume etc. These controls can be modified to fit your specific collection. The design should be carefully considered and utilize the entire page for an immersive experience.

Schedule

NOV 11 - 18

Conceptualize your topic and collect at least 10 playlist items and files.

NOV 18 - DEC 2

Begin sketching your user-interface concept and strategizing your JavaScript.
Have a working version ready to workshop in class for a mid-way review.

DEC 2 - 9

Continue to code and refine the design of your media player.

DEC 9 - 16

Put the finishing touches on your project and prepare for final review in our last class.

PROJECT DUE: DEC 16

