

PROVA ORALE- TRACCIA N.1

Il candidato illustri la gestione di un processo di post-produzione di un video con l'uso di Adobe Premiere ed evidenzi le modalità operative che ritiene più efficienti.

LINGUA INGLESE

Multimedia is usually recorded and played, displayed, or accessed by information content processing devices, such as computerized and electronic devices, but can also be part of a live performance. Multimedia devices are electronic media devices used to store and experience multimedia content. Multimedia is distinguished from mixed media in fine art; by including audio, for example, it has a broader scope. The term "rich media" is synonymous for interactive multimedia. Hypermedia can be considered one particular multimedia application.

CONOSCENZA DEL PACCHETTO OFFICE

I grafici in Microsoft Excel: il candidato illustri quali tipologie sono disponibili e ne descriva l'utilizzo.

PROVA ORALE- TRACCIA N.2 (estratta dal 1° candidato)

Il candidato illustri la funzione di un software come Adobe After Effects nel processo di post-produzione di un video ed evidenzi le modalità operative che ritiene più efficienti.

LINGUA INGLESE

Multimedia presentations can be live or recorded. A recorded presentation may allow interactivity via a navigation system. A live multimedia presentation may allow interactivity via an interaction with the presenter or performer.

Multimedia presentations may be viewed by person on stage, projected, transmitted, or played locally with a media player. A broadcast may be a live or recorded multimedia presentation. Broadcasts and recordings can be either analog or digital electronic media technology. Digital online multimedia may be downloaded or streamed. Streaming multimedia may be live or on-demand.

CONOSCENZA DEL PACCHETTO OFFICE

Come inserire un grafico in Microsoft Word a partire dai dati di un file Microsoft Excel

PROVA ORALE- TRACCIA N.3 (estratta dal 2° candidato)

Il candidato illustri la funzione di un software come Illustrator nel processo di post-produzione di un video ed evidenzi le modalità operative che ritiene più efficienti.

LINGUA INGLESE

Multimedia games and simulations may be used in a physical environment with special effects, with multiple users in an online network, or locally with an offline computer, game system, or simulator.

The various formats of technological or digital multimedia may be intended to enhance the users' experience, for example to make it easier and faster to convey information. Or in entertainment or art, to transcend everyday experience.

Enhanced levels of interactivity are made possible by combining multiple forms of media content. Online multimedia is increasingly becoming object-oriented and data-driven, enabling applications with collaborative end-user innovation and personalization on multiple forms of content over time. Examples of these range from multiple forms of content on Web sites like photo galleries with both images (pictures) and title (text) user-updated, to simulations whose coefficients, events, illustrations, animations or videos are modifiable, allowing the multimedia "experience" to be altered without reprogramming. In addition to seeing and hearing, Haptic technology enables virtual objects to be felt. Emerging technology involving illusions of taste and smell may also enhance the multimedia experience.

CONOSCENZA DEL PACCHETTO OFFICE

Utilizzo di PowerPoint come base per la realizzazione di contenuti digitali didattici: punti di forza e punti di debolezza.