

RMES: PROYECTO MULTIMEDIA

NICARAGUA

HABILIDADES (SKILLS)

- Creating multimedia content
- Editing multimedia content including audiovisuals, and/or written content.
- Publishing multimedia content on a local digital platform in Nicaragua

TAREA (ASSIGNMENT)

The purpose of this assignment is to practice editing information from the field for different forms of multimedia outlets. You will work with team members from Managua Furiosa with the goal of using material that you have gathered over the semester to create multimedia content that will eventually be published with Managua Furiosa on their website. You can draw from any of your interviews, observations, field notes, videos, and photographs. The workshop will last for two days. Your assignment need to:

- Be bilingual
- Be related to your ISP project
- Attractive to both local and international audiences

EVALUACIÓN (ASSESSMENT)

- Participation in workshop: 25%
- Audiovisual content: 50%
- Creativity: 25%

RESUMEN (OVERVIEW)

- Students will participate in a brainstorming session with members of Managua Furiosa. During the initial session students will meet the members of Managua Furiosa, who will provide an overview of their work. The team will also provide examples of the different types of multimedia content that students will want to gather during the semester for their projects, which will be uploaded to Managua Furiosa's online platform. In addition to creating multimedia content, students will learn how to edit their content in WordPress and leverage their content online with SEO tools.
- Managua Furiosa's team will be available throughout the semester to field questions, review material during your researching. At the end of the workshop, which consists of three sessions in all, the participants will have the capacity to create informative short videos, info graphs, pictures for storytelling, and digital interviews with audiovisual and bilingual content.

Session 1: CIES, February 12th in RMES class

- Meet the “Managua Furiosa” team to learn about the project’s history
- Introduction to digital media publishing methodology with Managuafuriosa.com, including examples of past content published on the site
- Overview of Managua Furiosa’s basic publishing guidelines as well as their professional standards for publishable content.

Session 2, CIES or UNAN, April 3rd

- Brainstorming in small think tanks that align with each student’s respective topic of interest
 - Define the type of multimedia content and project each student would like to pursue
 - Draft an initial script for multimedia project
 - Select content and material to be used

Session 3, CIES or UNAN, April 4th

- Individual edits and final recommendations from the Managua Furiosa team
- Upload content to the Managua Furiosa website
- Group discussion and debrief

Publishing Party @ La Rizoma, April 6th

- Public viewing of student projects
- Q & A session
- Food and drinks

Requirements:

- All the participants need access to a computer or digital devices capable of editing their multimedia content
- Punctuality and participation
- Disposition to learn!