

Computing Project 2

Year 7: Digital Publishing



What is Digital Publishing?

Digital publishing involves the use of technology to create and share content online. Example products include e-Books, websites and online magazines.

Scenario

In lesson, you are going to create a game in Scratch – similar to PacMan (though you should have taken your own 'spin' on this! The company you work for have asked for a one page digital advert for the game you have created. It must include a catchy name for the game and instructions on where people can download it when it is released.

Your Tasks (tick when complete):

1	Research On one slide in PowerPoint, create a collage of <u>real</u> adverts in the Digital Publishing sector.	
2	Planning Produce a plan for your one page digital advertisement you will create for this campaign. The plan must: <ul style="list-style-type: none">• Be digital (created on a computer).• Not include any drawings – use boxes to show where elements of the product will be located.• Show what colour scheme, font sizes, font colours and font styles you plan to use. The plan should <u>not</u> be coloured in.	
3	Creation In any program you wish (Cloud, local or Office based), create your digital advertisement for your game. <ul style="list-style-type: none">• Meet the requirements of the scenario, read the above carefully.• Be just one page. Ideally, it should be landscape.	
4	Time to Submit! You need to email your task 2 plan and final advertisement to your Computing teacher (addresses are below). The email MUST come from your RM Unify account. Do not email using a personal account. Your email address is: _____	

Email Submission to:

bpalmer@stjamesacademy.org.uk or shussain@stjamesacademy.org.uk