

Interactive Technology for Elementary Music Teachers-TMEA 2005

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Simple graphic reminders (to help during the presentation)

Colors and Graphic Elements

- Backgrounds—consistent from screen to screen, cool or white
- Foregrounds—consistent, warm may be used
- Text considerations (serif/sans serif)
- Color combinations
- Animations
- Buttons and Links
- Graphics--pictures

Sound

- Relevance
- Reinforcement
- Annoying or not?
- High Quality vs. low quality
- Sound, cont...
- Visual stimuli should not impede the attention to sound, especially for music.

Part 3: The good, the bad and the ugly.

- *Samples of Design Do's and Don'ts.*
- The Color Wheel

Don'ts.....

- Ever use Red as a background. PAIN.
- Bright Purple and Yellow
- More than 7 +/-2 colors on any screen, 4 for younger children.
- Moving and waving, especially in blocks of space--not good.
- Too many kinds of fonts and effects.
- Java Applets-those funky menu things.
- Orphans
- Loading problems
- Images that look clickable by aren't.

Do's:

- Red as a highlight color ONLY
- Cool color backgrounds, tinted, and White is ALWAYS the best selection (for close up).
- Background is consistent from screen to screen.
- Static shapes that imply motion
- A few carefully selected and complimentary fonts
- Graphics, text, all work together are of the same style.
- Links work!
- Buttons and links are always in the same place.

About Animation.....

- Make sure it always is directly connected to the text.
- They should not just keep going!

Transitions...

- Sounds are not good, except for clicking on a link.
- Flying text, etc, also not good.
- Transitions can work if they are consistently applied.

For a copy of the presentation, and for the goodies and other materials, go to:
<http://www.uncg.edu/~vltrolli> – Click on the link for the TMEA Technology presentation