

<b>Authoring Tools:</b>	Fireworks:	Macromedia Fireworks will be used to produce all vector-based graphic elements and content. Graphics should be exported as .png (PING) file format.			
	Photoshop:	Adobe Photoshop should be used for all special graphics that require photo-realistic images, filters, and 3D color schemes. All graphics must be exported in .jpg (JPEG) format using the highest quality settings.			
	Flash:	Macromedia Flash will be used to produce all animated content such as movie clips, splash presentations, cartoons, games and simulations. All flash content must be exported as .swf (SWIFF) format.			
	Dreamweaver:	Macromedia Dreamweaver will be used to produce the Web-based version of the CBT program. This tool is needed to integrate Flash content with HTML and scripting technologies for maximum functionality.			
	Director:	Macromedia Director will be used to produce the computer-based version of the CBT program. This tool is needed to integrate all media content produced in Fireworks, Photoshop, and Flash.			
<b>Programming/ Scripting Languages:</b>	ActionScript:	Use ActionScript to produce the interactive games, simulations and navigation elements in Flash.			
	HTML:	Use HTML to design and layout the Web-pages in Dreamweaver.			
	XML:	Use XML to control the functionality of database features for book-marking, scoring and tracking of interactions for the Learning Management System (LMS). This will be most useful for the Web-based version.			
	JavaScript:	Use JavaScript to control the functionality of the Interface and LMS in conjunction with XML for the Web-based version.			
	Lingo:	Use Lingo to control all elements that will be imported and used for the computer-based version. It will also be used throughout the program for interaction design, scoring, tracking, and data management.			
<b>Screen Dimensions:</b>	Main Window:	Width:	640 pixels		
		Height:	480 pixels		
	Pop-ups:	Scrolling:	Width:	500 pixels	
			Height:	400 pixels	
		Static:	Width:	320 pixels	
		Height:	240 pixels		
<b>Color Schemes:</b>	Background Color:	The background color for the interface templates will be black. Use Web-safe color #000000.			
	Foreground Color:	The foreground color for the interface templates will be green. Use Web-safe color #339966			
<b>Fonts:</b>	Headings	Face:	Albertus Medium		

		Size:	36 point		
		Style:	None		
		Color:	White, drop shadow is black Web-safe color #000000.		
	Sub-Headings:	Face:	Arial		
		Size:	18 point		
		Style:	Bold		
		Color:	Lime Green, use Web-safe color #66FF00.		
	Body Text:	Face:	Verdana		
		Size:	10 point		
		Color:	White or black: If the background is white use a font color of black. If the background is black use a font color of white.		
	Button Text:	Face:	Arial		
		Size:	24 point for “Main Menu” template screen. 18 point for all other template screens		
Color:		<ul style="list-style-type: none"> <li>◆ White, use #FFFFFF for “Main Menu” template screen.</li> <li>◆ Lime Green, use Web-safe color #66FF00 for all other template screens.</li> </ul>			
<b>Buttons:</b>	Start:	Width:			
		Height:			
		Color Scheme:	Black, use Web-safe color #000000.		
		Behavior	Link:	This button links to the “Main Menu”.	
			Up:	Same as color scheme.	
			Over:	Change the text color to red, use Web-safe color #.	
			Down:	None	
			Hit:	Area is size of the button	
	Stop:	Width:	30 pixels		
		Height:	30 pixels		
		Color Scheme:	White, Gray and Black gradient, use Web safe colors #FFFFFF, #2B2B2B, and #668069.		
		Behavior:	Link:	This button stops the video.	
			Up:	Same as color scheme.	
			Over:	Change the center color to lime green whenever the user selects this button, use Web-safe color #66FF00.	
			Down:	None	
Hit:	Area is size of the button				
Play:	Width:	30 pixels			

		Height:	30 pixels	
		Color Scheme:	White, Gray and Black gradient, use Web safe colors #FFFFFF, #2B2B2B, and #668069.	
		Behavior:	Link:	This button plays the video.
			Up:	Same as color scheme.
			Over:	Change the center color to lime green whenever the user selects this button, use Web-safe color #66FF00.
			Down:	None
		Hit:	Area is size of the button	
	Pause:	Width:	30 pixels	
		Height:	30 pixels	
		Color Scheme:	White, Gray and Black gradient, use Web safe colors #FFFFFF, #2B2B2B, and #668069.	
		Behavior:	Link:	This button pause the video.
			Up:	Same as color scheme.
			Over:	Change the center color to lime green whenever the user selects this button, use Web-safe color #66FF00.
			Down:	None
	Hit:	Area is size of the button		
	Back:	Width:	14 pixels	
		Height:	28 pixels	
		Color Scheme:	White, and Black gradient, use Web safe colors #FFFFFF and #000000.	
		Behavior:	Link:	This button links to the previous simulated rehearsal and test question.
			Up:	Same as color scheme.
Over:			Lime Green, and Black gradient, use Web safe colors #66FF00 and #000000.	
Down:			None	
Hit:	Area is size of the button			
Next:	Width:	14 pixels		
	Height:	28 pixels		
	Color Scheme:	White, and Black gradient, use Web safe colors #FFFFFF and #000000.		
	Behavior:	Link:	This button links to the next simulated rehearsal and test question.	
		Up:	Same as color scheme.	
		Over:	Lime Green, and Black gradient, use	

				Web safe colors #66FF00 and #000000.	
			Down:	None	
			Hit:	Area is size of the button	
	Rollover 1: (Eighth Note)	Width:	45 pixels		
		Height:	45 pixels		
		Color Scheme:	◆	Green, use Web-safe color #339966.	
			◆	Gray, use Web-safe color #CCCCCC.	
		Behavior:	Link:	Each button will link to the module that corresponds to the adjacent button text.	
			Up:	Same as color scheme.	
			Over:	Change the center icon color from gray to red, use Web-safe color #CC0000.	
			Down:	None	
	Hit:		Area is size of the button		
	Rollover 2: (Sharp Symbol)	Width:	30 pixels		
		Height:	33 pixels		
		Color Scheme:	◆	Green, use Web-safe color #339966.	
			◆	Gray, use Web-safe color #CCCCCC.	
		Behavior:	Link:	One button will link to the “Credits” screen and one will “Exit” the program.	
			Up:	Same as color scheme.	
			Over:	Change the center icon color from gray to red, use Web-safe color #CC0000.	
			Down:	None	
	Hit:		Area is size of the button		
	Rollover 3: (Numbered)	Width:	28 pixels		
		Height:	28 pixels		
		Color Scheme:	◆	Green, use Web-safe color #339966.	
◆			Gray, use Web-safe color #CCCCCC.		
Behavior:		Link:	Each button will link to the corresponding lesson screen for the module in which the user is currently working on.		
		Up:	Same as color scheme.		
		Over:	Change the center icon color from gray to red, use Web-safe color #CC0000.		
		Down:	None		
	Hit:	Area is size of the button			

	Rollover 4: (Checkmark)	Width:	30 pixels	
		Height:	26 pixels	
		Color Scheme:	Dark Gray, use Web-safe color #666666.	
		Behavior:	Link:	None
			Up:	Same as color scheme.
			Over:	Change the checkmarks color to lime green whenever the user selects the corresponding Decision Step Button, use Web-safe color #66FF00.
			Down:	None
	Hit:	None		
	Rollover 5: (Decision Step)	Width:	120 pixels	
		Height:	31 pixels	
		Color Scheme:	<ul style="list-style-type: none"> <li>◆ Dark Gray outline, use Web-safe color #666666.</li> <li>◆ White text, use Web-safe color #FFFFFF.</li> </ul>	
		Behavior:	Link:	Each decision step button will advance the user to the corresponding video segment for the decision step in which they clicked.
			Up:	Same as color scheme.
			Over:	Change the text color of the button to red, use Web-safe color #CC0000.
Down:		None		
Hit:	Area is size of the button			
<b>Templates:</b>	Splash:	Screen:	1.0	
		Description:	This screen is the opening screen to the training program. The screen will display multiple animated pictures in each square below the title. A short video of a live choral concert will play in the upper right hand corner of the screen.	
	Main Menu:	Screen:	2.0	
		Description:	This screen is the main screen of the training program. All modules can be accessed from this screen. Each button will display a short description about the module when the user rolls over the button in addition to the buttons rollover states.	
	Introduction:	Module:	3.0	
		Description:	This module is where users will get an overview of the training program and learn	

			background information about the remaining concepts and contents contained in other modules.	
	Tutorials:	Module:	4.0	
		Description:	This module is where users will learn the basics of the decision-making strategy for choral professionals. Users will receive guided-practice through several tutorials with an expert choral trainer.	
	Practice:	Module:	5.0	
		Description:	This module is where users will get a chance to practice their own problem-solving skills through several simulated rehearsals without expert guidance.	
	Reflections:	Module:	6.0	
		Description:	This module is where users will revisit previous simulated exercises and be given the opportunity to reflect on their problem-solving skills and to compare their own decisions to an expert.	
	Assessment:	Module:	7.0	
		Description:	This module is where users will be presented with several case-study scenarios and test items to validate their ability to employ the problem solving routine to new learning situations.	
	Credits:	Screen:	8.0	
		Description:	This screen is where users will learn about the producers of the training program the needs, technical requirements, design, development, theories and principles surrounding the entire project.	
	Graphics:	Photos:	Width:	115 pixels
Height:			85 pixels	
Graphics:		Width:	115 pixels	
		Height:	85 pixels	
Video:	Size:	Width:	192 pixels	
		Height:	138 pixels	
	Format:	Movie	.avi format	
	Compression:	Movie:	Indeo video	
Audio:	Format:	Voice Over:	Wave	
		Sounds:	None	
		Music:	None	
	Compression:	Voice Over:	22 Hz, mono channel, no compression	
		Sounds:	None	

		Music:	None
<b>Animations:</b>	See content document for an explanation of various types of animations specific to the chosen content or element.		
<b>Links:</b>	Active Color:	Blue, use Web-safe color #0000CC.	
	Visited Color:	Red, use Web-safe color #CC0000.	
<b>Games:</b>	See content document for explanation of game concepts and design and development requirements.		
<b>Simulations:</b>	See content document for explanation of simulation concepts and design and development requirements.		
<b>Test Items:</b>	True/False:	See content document for specific content and test questions of this type.	
	Multiple-Choice:	See content document for specific content and test questions of this type.	
	Matching:	See content document for specific content and test questions of this type.	
	Fill-in-Blank:	See content document for specific content and test questions of this type.	
	Case-Study:	See content document for specific content and test questions of this type.	
<b>Feedback:</b>	Correct:	A small pop up window will appear with appropriate feedback.	
	Incorrect:	A small pop up window will appear to display the correct answer and appropriate feedback.	

**Notes:**

- ◆ All movies must be displayed inside the music stand in the center of the stage (screen).
- ◆ All files must precede its corresponding movie file. This require applies only to Tutorials Part 1 and 2.