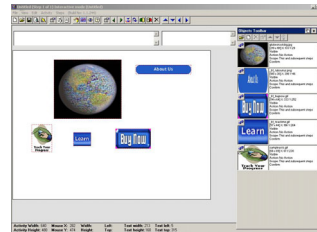


WebAniThing, (short for Web Animation Thing), is a Windows based web creation tool which can create any interactive content in an online learning environment.

## Typical content:

- Training exercises
- Interactive and animated slideshows
- Product demonstrations
- Presentations
- Quizzes
- Simple games
- Static web pages



Files created in WebAniThing will play natively in any DHTML capable browser, with no additional plugins

## System Requirements

- Windows 2000 or higher
- 32 Mb RAM Minimum, 128 Mb recommended
- Internet Explorer 6
- 50 Mb Disk space
- Mouse
- Keyboard

## Outline of WebAniThing Features

- No prior web editing, HTML or DHTML experience or knowledge is required to create WebAniThing products – skills are more akin to desktop publishing skills. This means a beginner can create DHTML rich presentations and interactive web pages.
- Full support for such things as external style sheets, and custom JavaScript code mean that even more detailed, complex or custom web page can be created by those with DHTML and JavaScript skills, while still using WebAniThing to handle all other aspects.
- Drag and drop environment

# WebAniThing

## Authoring tool

- You decide how many steps in your activity or page, from 1 for a static page, to 100 for a more complex activity.
- You also determine how users get from one step to another, when Enter is pressed, or when the user activates any of the predefined events for an object.
- In response to these events, you can move the user to the next step, back a step, or to any step in the activity.
- CSS Style sheets are fully supported. You can modify any one of the eight predefined simple styles, add to these styles, or incorporate your own style sheets to be loaded into an activity.
- The resultant files will play in *Netscape Navigator* version 4x and *Internet Explorer* version 5.5 and above
- Objects can be animated – you set the number of steps, the delay between steps – and where to move the object to and from, and WebAniThing does the rest.
- Objects can also be specified as user moveable objects – the user can drag these objects around the screen and place them where they wish and specify background colors, border colors and thickness.
- A completed activity can be played in any or all of three modes – as a demonstration, as a self paced interactive tutorial, or in skill assessment mode.
- You decide the pixel dimensions of your activity, background color, or image, activity name, link color.

## Documentation

- A comprehensive user manual is provided.

## Training

- 1 day Training session is recommended.

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