

Examples of MODES

A mode is a method of disseminating information

For our project when you “present” your findings, your modes should be interactive – those will work the best – even if it's a video – how can you make a video interactive?

1. Video **YOU** make (shooting/editing) – **AVOID** videos others make/Youtube
2. Menu
3. Survey
4. Game – lots of options
5. Role Playing
6. Creating a scene or scenario
7. Placemat
8. Brochure
9. Website (we could go to a lab to log onto your website)
10. Magazine
11. Blog
12. Poster – Velcro choices - interactive