

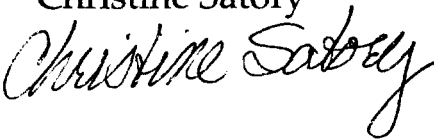
An Exploration of Ancient Egypt

An Honors Thesis (HONRS 499)

by

Kara Heath

Christine Satory

A handwritten signature in black ink that reads "Christine Satory". The signature is written in a cursive style with a large, looping 'C' and 'S'.

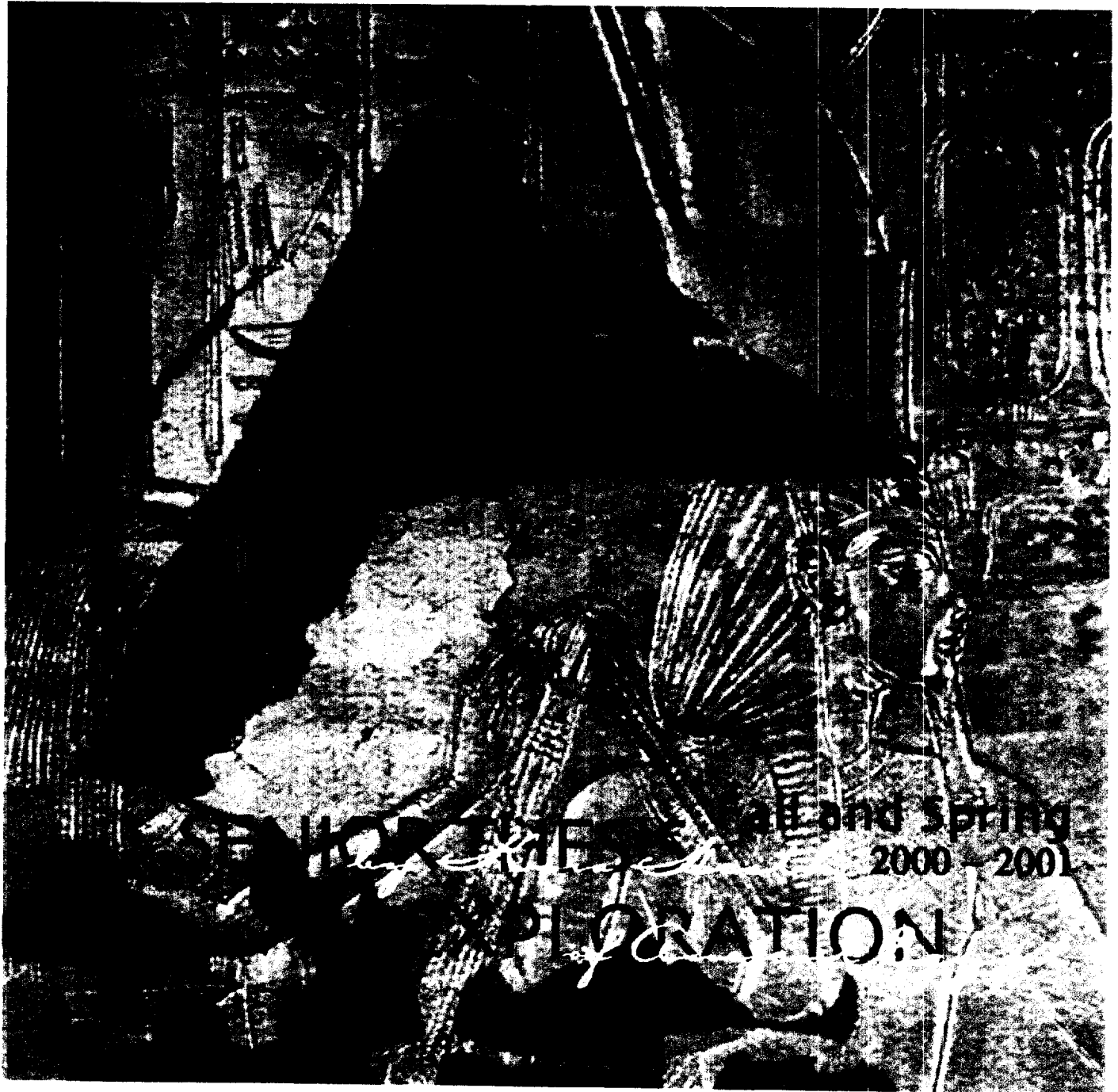
Ball State University

Muncie, Indiana

April 2001

May 5, 2001

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PLICATION

This project is an exploration in CDRom development. I have chosen to highlight Egyptian art and more specifically the depiction of women within the art, because it is some of the most beautiful and progressive art I have seen throughout antiquity. The ancient Egyptians were advanced far beyond their time.

I wanted to develop a CD for many reasons. Multimedia is a growing avenue of design that I have embraced. I enjoy the incorporation of sound and movement. I believe it makes a bigger impression on someone's mind than simple two - dimensional works on a paper.



A SPECIAL THANKS

I would like to thank Christine Satory. Not only has Chris been my mentor in this project but in multimedia design altogether. She has taught me everything I know and has done her best to prepare me for life after Ball State University. I thank her for her time, knowledge, and unending willingness to help at any moment. Thank you from the bottom of my heart.

I would like to thank her husband Bill as well. Thanks for being my technical support. The care and concern he showed for my project was greatly appreciated. Thanks to both of them for opening up their family, friends, and home to me so thoughtfully.

I couldn't have done it without you.
I am glad I didn't have to.



Introduction to project and content

A building explodes into a massive inferno. An agile woman runs up a wall. A huge dinosaur chases a terrified scientist. Everyday humans are shown these images in movie theaters and on television. Because of computers, producers can fabricate numerous impressive special affects. The adverse result is that the average citizen has become jaded and now expects more every time they watch a movie. This has carried over to education as well. Children are being raised in the world of fantasy and explosions. Their attention has become harder and harder to retain. This makes education hard for teachers. In order for our children to learn, the same technology that made a dinosaur come to life has to be incorporated into the classroom.

In classrooms today, children recite the alphabet or their numbers. Adults use many ways to remember items such as phone numbers or a person's name. No matter what method is employed, almost everyone needs some type of repetition to commit something to memory. Repetition can be achieved with engaging only one of the senses, but the most effective way is using multiple senses to process information. The format which produces an environment for this learning is multimedia design or multiple medias. Multimedia is a general title. Within this heading is CDRom development and the internet. Now with these outlets, a child or an adult can learn with multiple senses. They can touch the mouse and control the learning. They can read the words on the screen as they hear the information read to them. They are integrating their minds as well as their bodies to receive the information.

CDRom development and the internet are important areas of design that are very much in demand in our culture. Companies recognize the need for bigger and better graphics so they are beginning to embrace multimedia design. Teachers use CDRoms with animations to reach the students who have become accustomed to special affects. Employers need easier and more consistent ways to train employees. Companies need ways to instruct someone in another country how to use their product. CDRom education and the internet are vitally important to the future of society.

In order to educate someone you need three basic elements. You need a teacher, some information, and a student. For my thesis, I am the instructor, ancient Egypt is my content, and anyone who views my CD is my pupil. As a capstone to my formal education, I have decided to use my graphic design skills in a multimedia format to educate an audience of adults. Because most CDRoms are developed and produced by teams of people over the span of years, I have focused on and completed one section in its entirety. Following a traditional essay format, my CD contains an introduction, a main menu, a section of content, and a conclusion.

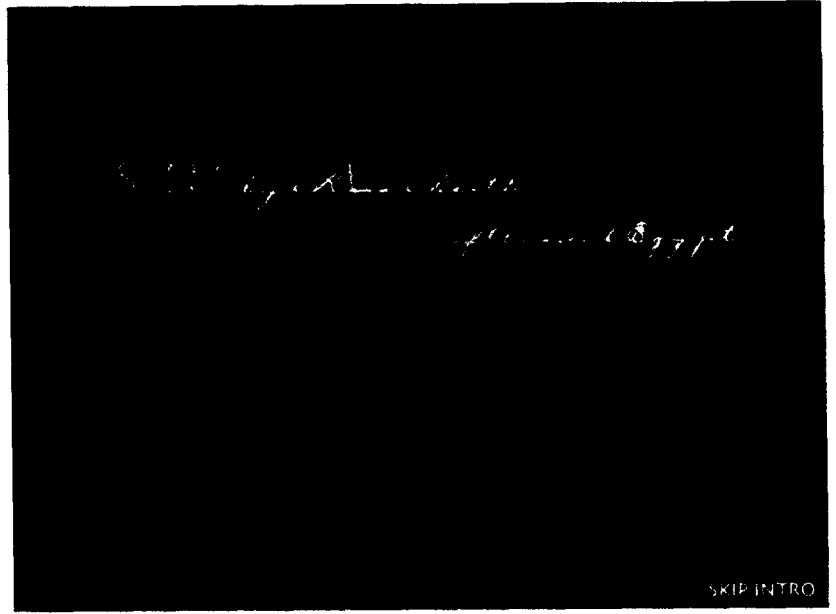
Combining a traditional informative format along with a new media was the challenge. What wasn't difficult was choosing what I wanted to educate someone about. The bust of Nefertiti was so beautiful to me from the first time I saw it that I decided to focus on women in Egyptian art. During a time of history when many women were seen and not heard and rarely depicted in art, Egyptian women were shown and even placed alongside of their husbands. Unlike the Romans, who did not start depicting women until the time of Augustus Caesar, Egyptian women were seen in wall paintings, sculptures, and funerary art. They were not equal to men but they were allotted much more rights than women of other cultures.

Not only were the Egyptians progressive in the content of their work but in their craftsmanship as well. Their accurate details are hard to mimic and their ability to work with gold and gem stones is not paralleled by other cultures until much later. Their art is not only technically advanced, but most importantly, it is beautiful.

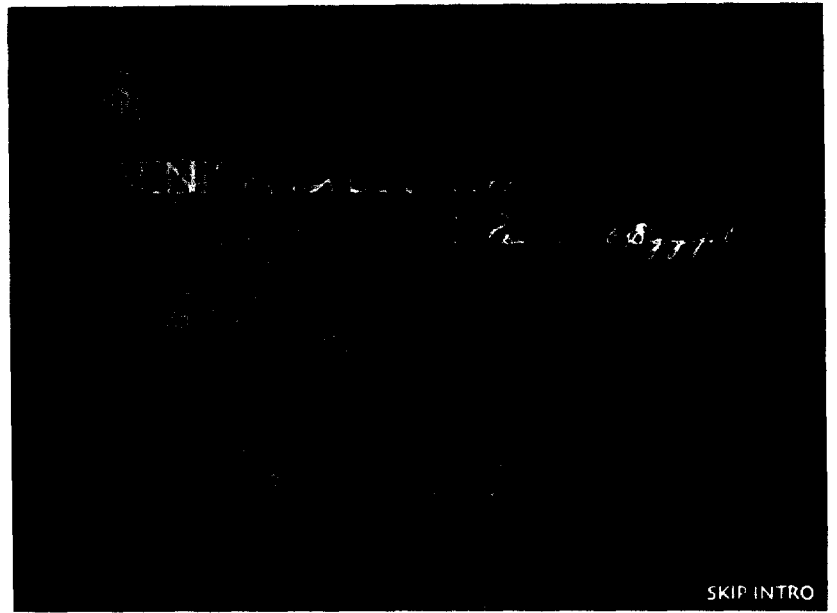
The beauty, techniques, and progressiveness are forces that drove me to select Egyptian art as my subject. The desire to learn to a greater depth a new medium for design helped me decide to do a CDRom. The result is a CDRom that educates about Egyptian art. It is a culmination of my research ability, my design studies, and my appreciation of and for other cultures and art history. I brought together all the various aspects of learning here at Ball State and the result is a piece that educates as well as entertains.

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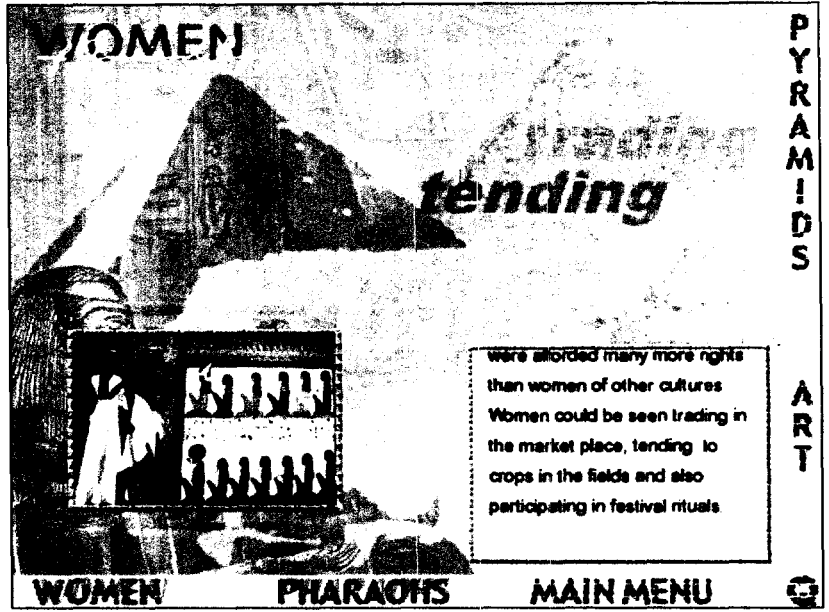
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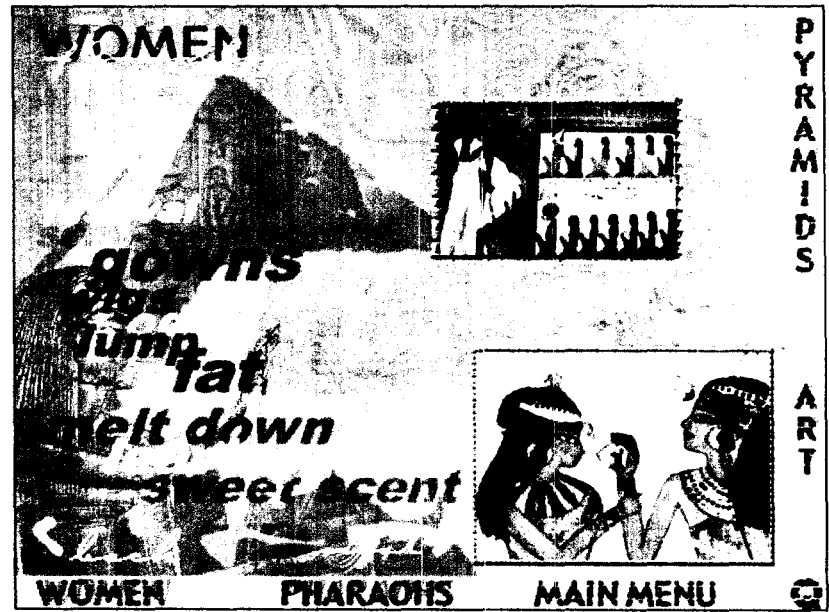
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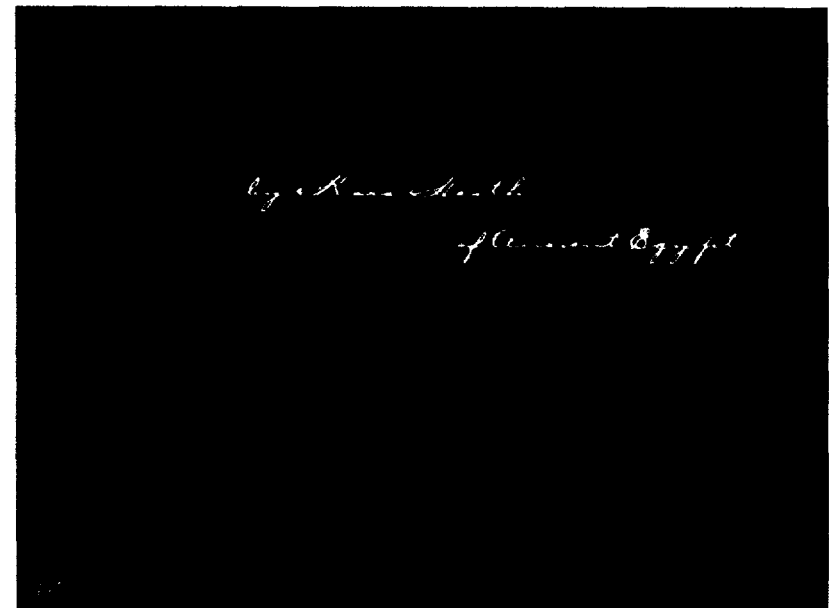
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