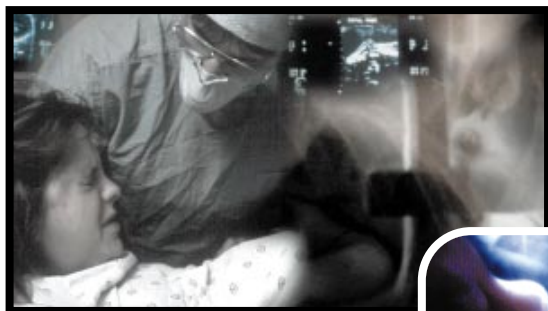


# after hours: *family*

On the home front, we learn more about man's best friend and cross the pain threshold with History of Medicine. Our project tells children how to make an effective presentation



## History of Medicine

This double CD charts the history of medicine from prehistoric times to the present day. It's an interactive documentary which means that it will roll though like a TV documentary, but that you can choose your direction if you wish.

The interface is simple and plain – the screen being the focus rather than the gadgets around the edge. If you just want to watch it, you'll find they blend into the background quite well. There is always a hand in the corner, which is the Control button. Click on it to control the volume, to go to the index or to quit. Also, there is the useful backtrack function which recalls all your moves to minimise repetition. The content

is good, although more suitable for the general-interest user rather than specialists in medical history. It covers a huge subject and therefore only deals with the bigger issues. Nor is this a program which, when you put in your symptoms, gives you a diagnosis. It succeeds as a reference work although Flagtower prefers to call it infotainment. Maybe this is why the Did You Know?

section, comprising 150 funny, interesting or outrageous facts, is included. Did you know that the average person eats the equivalent of 30 cows in a lifetime? The only thing that niggled is that the program comes on two CDs. No sooner had I swapped to the second CD than it asked for the first one back – this gets slightly tedious after a while. RS

**A great CD at a decent price.**

○ £39.99

○ Flagtower: 0500 486500

## History of Medicine

Enjoyment	1	2	3	4	5
Ease of use	1	2	3	4	5
Value for money	1	2	3	4	5

Requirements: 486DX/50MHz; 8Mb of Ram; 8Mb of hard disk space; 256-colour display; CD-Rom drive; Soundblaster-compatible sound card; Windows 3.1 or later.



## family/multimedia news



Grolier Interactive has released a **recipe** program comprising over 2,000 recipes in addition to a version of the **Guinness Multimedia Disc of Records**. A CD-Rom about **Picasso** is on the way and Grolier also plans to make a move into the games market with **Perfect Assassin** in October. Grolier Interactive: 01865 245770

Guildsoft has released a music education software program, **Music Ace**. There are lessons and games as well as a 'Music Doodle Pad' for creating your own music. Music Ace costs £29.95, but you can also buy Music Doodle Pad alone for £19.95. Guildsoft: 01752 895100

The multimedia wing of Anglia Television has launched its first entertainment CD-Rom, **Noah's Ark**. Three more will follow later in the year. The Noah's Ark CD contains the story itself, puzzles and projects, and costs £29.99. Anglia Multimedia: 01603 615151

IBM is extending its range with **Jungle Book Movie-game**, which uses voice recognition. Meanwhile Disney Interactive has released its first game – **Timon and Pumbaa's Jungle Games** – a collection of games on one CD. IBM: 0345 727272; Buena Vista: 0171 605 2400

Maris Multimedia has released a cut-down version of Redshift 2 for its younger audience. Called **Discover Astronomy**, it's priced at £17.99. Meanwhile, **Origins of Mankind**, due for release in June, goes back 70 million years to see how far we've evolved. It costs £34.99. Maris Multimedia: 0171 488 1566



They say that people remember a little of what they hear, some of what they see, but most of what they see and hear together. This is why teachers write on the blackboard and lecturers show slides.

There are several computer programs available for producing good-looking presentations. They are mostly aimed at business professionals, but are just as suitable for giving a talk on a school project, organising a youth club event, or giving a slide show.

My daughter is doing a project on homes, so we used presentation program ASAP to display some of her findings. (ASAP can be found on this month's cover CD by going into the Resources section and clicking on the icon called General. It is under the Business sub-title). We didn't put the whole project on screen. If you put up too much information, the audience spend all their time reading it and don't listen to you.

The presentation screens (called slides) are really there to help the audience focus on what you're saying. If you want some tips, look at how the television news shows figures, quotes or lists of issues: there's never more than one or two sets of figures, half a dozen bullet points or a few lines of text.

First we typed up the text of each slide, using ASAP's Outliner, which lets you write text in hierarchies, like the chapters and sub-sections of a book, and add slides or modify text later.

Slides are designed in Preview mode, which has ready-made templates for 20-odd layouts (a sample presentation tells you what each is for). We began with a title slide, giving the name of the project (Our Homes), a subtitle (The way we live) and the author's name.



change slides.

Paul Bray

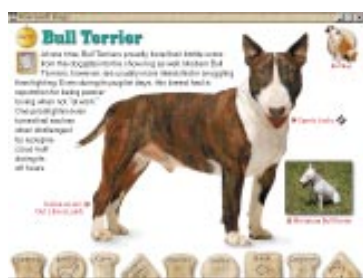
# Project

To liven it up, we imported a clip-art image of a house, which we also used as a 'logo' on each slide, to give the presentation some uniformity. As an alternative, we could have used a photograph of our own house, either on Photo CD, or scanned in using a scanner. They say that you should tell your audience what you're going to tell them, tell them, then tell them what you've told them, to help them remember. So our next slide was a summary, for which we used a simple bullet-point format, but with the bullets replaced by numbers. We also set up a 'footer' line, showing the author's name, date and page number, which is automatically repeated on each slide.

For 'What makes a home' we used ASAP's quotation format. For 'What kinds of homes are there' we used an organisational chart layout, like a family tree. And 'Choosing a home' was laid out in categories. 'Choosing a home' has about the maximum amount of information you should put on a slide.

There are more than a dozen designs and colour schemes to choose from, though, like most presentation programs, ASAP's are sober and businessy. If you want to print copies for the audience to take away, and don't have a colour printer, use the Black and White colour scheme; otherwise, your subtle designs will look like an oil spill.

Finally, the Present mode lets you display your finished presentation, using the mouse or arrow keys to



## Dogs

The latest multimedia exposition in Microsoft's Home range of software is *Dogs*. This is a guide to the rich and varied world of dogs, with information on everything from Affenpinschers to Yorkshire Terriers, canine body language to doggy legends.

*Dogs* contains information on 250 breeds and has around a thousand audio and video clips. It's ideal for browsing through with no particular direction and indeed, each screen has a random jump button

for this very purpose. There are four main sections – breeds, care, origins and guides. 'Breeds' doesn't go into great depth – just a few key facts and the average height and weight are mentioned. Most breeds have several pages devoted to them, however, and at least one short video clip. For more directed use, the 'Guides' section offers narrated tours through different



aspects of the world of dogs. Topics covered include such things as buying a puppy, strange-looking breeds and the lives of working dogs. To round the whole thing off, there are even a few simple games that provide an entertaining diversion, as well as the chance to learn some interesting facts.

JP

**While it may not be the ideal reference tool for would-be veterinarians, 'Dogs' is nevertheless an entertaining and informative insight into the world of four-legged animals with tails that wag.**

£29.99

Microsoft: 0345 002000

## Dogs

Enjoyment	1	2	3	4	5
Ease of use	1	2	3	4	5
Value for money	1	2	3	4	5

Requirements: 486DX/50MHz; 8Mb of Ram; 256-colour display; CD-Rom drive; Soundblaster-compatible sound card; Windows 3.1 or later.