



# Digital Media Design Instruction in Relation To Media Integration

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## Abstract

The modern digital environment heavily integrates many media, making traditional education challenging. It has been challenging for the traditional classroom to meet educational demands, particularly in the pandemic setting. In order to address the demands of students' digital learning in the new era, this study intends to design a video teaching system for classroom teaching employing digital media technology in a media fusion environment. This study focuses on the examination of video teaching in the classroom and provides subtitles for classroom video assets to help students learn in dry teaching designs. For the objective of teaching design, this study combines digital media with other media in accordance with the media integration principle. The experimental findings of this study show that the segmentation of a video takes between 130 and 170 seconds, and that the segmentation accuracy is above 95% and up to 100% overall, demonstrating that the system's functional use in this study is satisfactory. The system's overall accuracy rate for adding subtitles is above 97%, and the highest rate is 100%, which amply demonstrates that it may offer useful support for learning.

**Keywords:** Social media; Adolescent well-being; Global South; Cross-cultural psychology; Communication; Mass media; Conservation; Risk perception; Online education

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## Introduction

Media convergence is an inevitable development trend that is being deep promoted by social media. Many experts and scholars believe that there are still many issues with media convergence based on the current state of growth of media convergence in China and how media understanding of media convergence is based on media. Also mentioned are the media integration's fusion mode, fusion content, and fusion outcomes. The development of multiple media in concert is known as media integration, which is a result of the advancement of Internet technology. This trend in media development features better content, more varied communication channels, and more accurate audience targeting. Additionally, it is a movement that incorporates technical frameworks, audience placement, content interaction, and awareness ideas.

Digital media art helps pupils develop their capacity for creative discovery. Students must employ a comprehensive ability of all areas, such as photography, and they must pay attention to composition, light and shadow, shooting, and other

capabilities while using digital art, science, and technology. Stop-motion animation requires inventive thought, teamwork and cooperation, as well as the capacity for active exploration. Every step of creating digital image art demands pupils to have the necessary art skills, use their imaginations fully, and think creatively. Therefore, in light of the media convergence, it is vital to establish digital media teaching practises.

Consequently, the following are the study's innovative points: [1] In order to improve the transmission effect and ensure that students would learn, this study employs the present signal transmission mode and convex optimization theory for communication improvement [2]. This study focuses on the capabilities of adding subtitles and segmenting movies for the educational design of digital media. A better learning environment for students can be created by such a feature, and subtitled movies are particularly beneficial for student comprehension.

Since 2014, media integration has been a topic of discussion and investigation in Chinese academia and business. Many academics have discussed them in the context of current digital media.

Applied the teaching model he invented to real teaching situations and discovered that the new teaching model can increase students' achievement by 20%. He believed that digital media have changed the art itself and the teaching method of aesthetic education in colleges and universities, and it was an important way to expand art teaching resources. Standardized tests and questionnaires were used to provide preliminary evidence of the validity and efficacy of the teaching strategy. It was postulated that students could widely absorb unique knowledge through reading and compensate for the lack of teacher teaching time by absorbing the time, space, and culture that are present in a book through reading. People can only exist in their own unique time and place without it. Cheng provided a summary of the state of the study based on the use of digital animation and graphics in interactive teaching tools. He also elaborated on the research's aims, main challenges to be resolved, and prospects for the future [3].

However, with the worldwide pandemic, digital teaching has also become more critical. Many people have looked into this and concluded that blended learning has become a popular practise in colleges and universities as a response to teaching issues in higher education. Flipped learning (FL) is a newer approach to blended learning in which students attend online lectures on their own time prior to class and then collaborate with classmates and lecturers to engage in classroom activities [4]. By giving students enough learning materials, Laporte and Zaman described a creative and sophisticated method for improving the interaction between students and computers in Java programming tutorials. They proposed to use the term computation in conjunction with a well-defined computational model whose semantics are clear and match the problem under study. In order to achieve this [5], individualised learning resources that enhance student interaction are sought after using a combination of pedagogical theories and intelligent technologies, including component display theory, content-based filtering, and multicriteria decision analysis. While this study analyses student needs, it can be seen that teaching strategies used in related studies are more focused on teachers' teaching effects than they are on students' learning needs.

## Material and Methods

In computer graphics, the skill of merging digital and multimedia style conversion is a crucial method for creating non-realistic drawings. By resampling the pixels of a given source texture for texture synthesis, existing nonparametric methods may create realistic natural textures. While employing various techniques to maintain the destination image's structural integrity, the majority of prior texture transfer algorithms utilise these nonparametric methods for texture generation. In this study, a deep convolutional neural network is used to train a generic feature representation that transfers texture (i.e., changes style) while maintaining the target image's semantic content [6].

The current study examines how English language teachers in primary and secondary schools modified their lessons to meet the diverse needs of their language students and how these modifications correlated with digital competencies related

to digital resources, teaching and learning, assessment, and empowering students in ERT contexts [7-9].

## Discussion

Virtuality and digital are the two main characteristics of digital media art. The virtuality of today's media art is made possible by how commonplace computers are in daily life, which helps people see the larger world. The on-going advancement of computer technology has also given rise to a completely new cinematic universe. Film and telefilm production and shooting frequently employ digital media art. These industries may make fantastic use of digital media art to shoot various settings and effects. Digital technology is employed in movies to generate new settings and locations that don't actually exist [10].

Behind the development of information communication is the significant influence brought by the advancement of science and technology. From visual communication to interactive art, from a two-dimensional plane to a three-dimensional display, from printing art to an interactive display, from traditional to avant-garde, these developments have all been influenced by it. The emergence of interactive new media art has expanded the field of visual communication design. No matter what field they are in, moral actions must be connected to feelings, and via humanised design, the original purpose of creation can be fully realised.

Digital technology is at the heart of network media, which has a significant impact on the design processes and way of thinking in visual communication design. Design is no longer restricted to the two-dimensional plane; instead, the organisation structure, time, and movement of the three-dimensional space are added to the visual aspects, and the content layout transforms from a static to a dynamic and interactive layout. The design shapes that can provide people with visual stimulation and an aesthetic experience have drawn a lot of attention in such a design environment. In digital media art, the expression of visual space is also quite creative [11].

The film's visual art is well highlighted by the subtitles' layout. A movie's subtitle design is an essential component and piece of content. It is a mode of expression in visual art that expresses emotions and beauty while also expressing individual emotions. Through the use of visual arts pictures, subtitles can broadcast TV programming without sound as well as theatrical content [12].

A technology known as computer-aided technology uses computers as tools to aid humans in completing activities in particular application areas, such as theories, methods, and technologies, such as product design, production, and testing. It encompasses a number of disciplines, including computer-aided design (CAD), computer-aided manufacturing (CAM), and computer-aided education (CAI). The word "auxiliary" highlights the importance of people in the system, and the user and the computer work together to create a close-knit human-machine system. This paper develops a digital media art design expression form based on computer technology by analysing the theory and supporting technology of computer technology, along with IRT theory and the connotation of digital media art. With the use of a deep learning generative adversarial network model, this article evaluates and improves this representation.

## Conclusions

In the current era of all-media informatization, an application research on the video nonlinear editing teaching experimental platform model for news media integration is proposed in order to seamlessly connect the theoretical courses of video production with the application practise of post technology. This study first presented the research context and media industry research relevance before analysing the benefits and drawbacks and the importance of media to basic application instruction. Second, it discussed the origin of media technology, its connection to

modern educational technology, and their interrelationship.

The general structure and functional modules of the software system are not calculated in order to satisfy the fundamental operation of video nonlinear editing without overly complicating software operation. Finally, this study examines the characteristics of numerous popular video nonlinear editing programmes and enhances some features, such as function simplification, vertical subtitle display, and interface localization. The outcomes demonstrated that the general design can satisfy the demands of learning.

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