REALIZATION OF THE INFOGRAPHIC

Module II   **Course** Infographic   **Topic** Realization of an infographic   **Lesson 4**

Activity

- **Short Description**: Realization of the final version of the static infographic to be uploaded on the O-City World platform by using a graphics tool. This activity is especially based on the outcomes from Activities T2.L3.1 and T2.L4.1.

- **Methodology**: The methodology of this activity is based on learning by experience, since by creating the infographic with a graphics tool, the learners become familiar with the User-Centered Design approach and the key steps and requirements for creating an infographic. Moreover, they reinforce their knowledge on the learning topic.

- **Duration:** 5 hours

- **Difficulty (high - medium - low)**: High

- **Individual / Team**: Individual

- **Classroom / House**: House

- **What do we need to do this activity?**

    - **Hardware** Personal Computer.

    - **Software** Web browser; any graphics software, such as GIMP or Inkscape, or dedicated web-based tool for creating infographics.

    - **Other resources** None.

Description

- **Text description**: Choose a graphics tool and realize the final version of your static infographic in order to upload it on the O-City World platform. To finalize your project you shall add all the visual graphic details (pixel perfect level) and the right contents to your infographic. This activity is especially based on the outcomes from Activities T2.L3.1 and T2.L4.1, however the infographic is the result of all the design steps carried out in the previous activities of Topic 2 (T2.L1.2, T2.L2.1, T2.L2.2, T2.L3.1 and T2.L4.1), that might be be quickly done again at this stage, as the User-Centered Design process is iterative. Lastly, in this activity, you are required to make full use of the knowledge and methods acquired through Lessons 4 of Topic 2 (T2.L4), adapting them to your needs.

- **Illustration**: None

Instructions

1. Choose a tool (or even more than one, e.g. a data analysis and visualization tool for making graphs you can export and a graphics software) for graphically realizing your infographic.
   Choose the tool according to your capacities, preferences, and purposes.
2. Taking as a reference your infographic prototype (to be exact, the improved version created according to the outcomes from the evaluation session carried out in Activity T2.L4.1), realize the different layers of your infographic, as explained in Lessons 4 of Topic 2 (T2.L4).
   To finalize your project you shall add all the visual graphic details (pixel perfect level) and the right contents to your infographic.
   Remember that infographic and data visualizations do not necessarily have to be very elaborated to be good and that everyone can create beautiful infographics!
   Following, all the technical requirements you shall fulfill for the realization of the infographic:
   - Concerning a natural or cultural heritage present or to insert on the O-City World platform
   - Static image: PDF, PNG, or JPEG format
   - Web resolution: 72 ppi
   - Maximum file size: 144MB
   - Language: Two versions of the same infographic, i.e. one in English and one in Local Language
   - Avoiding any plagiarism
3. Once finished, export the infographic as PDF, PNG, or JPEG format.

Expected outcomes

- Understand how adequately structuring the different layers of the infographic and how effectively design its graphical elements and contents to create a proper User Experience.

- Learn to use a graphics tool to realize an infographic.

- Learn to adapt the acquired knowledge and methods to different design needs.

- Understand the User-Centered design way of thinking about a product, system or information visualization.

This activity can be used in other (module, course, topic, lesson):

- **None**

DIGICOMP (Competences developed):
1. **INFORMATION AND DATA LITERACY**
3. **DIGITAL CONTENT CREATION**
3.1 *Developing digital content*
3.2 *Integrating and re-elaborating digital content*
3.3 *Copyright and licences*
4. **SAFETY**
4.2 *Protecting personal data and privacy*
5. **PROBLEM SOLVING**
5.2 *Identifying needs and technological responses*
5.3 *Creatively using digital technologies*

ENTRECOMP (Competences developed):
1. **IDEAS AND OPPORTUNITIES**
3. **INTO ACTION**
3.5. *Learning through experience*

Example (when necessary): None