



FINAL
Examination Paper
(COVER PAGE)

Session : April 2014

Programme : Diploma In Information And Communication Technology
(DICTN/DMCI)

Course : ICT2105 / CSC1105: Interactive Multimedia

Date of Examination : July 22, 2014

Time : 8:00am – 10:00am Reading Time: Nil

Duration : 2 Hours

Special Instructions :

Answer any **FOUR (4)** questions.

Materials permitted : Non-Programmable Calculator

Materials provided : Nil

Examiner (s) : Mr. Andrew Ho Mun Wah, Lim Chai Kim.

Moderator : Associate Professor Dr. Abdullah Gani

This paper consists of 4 printed pages, including the cover page.

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DIPLOMA IN INFORMATION COMMUNICATION TECHNOLOGY PROGRAMME
 ICT2105 / CSC1105: INTERACTIVE MULTIMEDIA
 FINAL EXAMINATION: APRIL 2014 SESSION

This paper consists of **SIX (6)** questions. Answer any **FOUR (4)** questions in the answer booklet provided. All questions carry equal marks.

Question 1

- a) With the use of appropriate illustrations, explain Serif font and Sans Serif font. Provide **TWO (2)** examples for each. (10 marks)
- b) Compare **TWO (2)** major characteristics between the color model used by a printer and a monitor. (8 marks)
- c) Define 2D animation. List and explain **TWO (2)** types of 2D animation techniques. (7 marks)

Question 2

- a) i. Name **FOUR (4)** types of storyboard. (4 marks)
- ii. Identify and describe **THREE (3)** advantages of creating storyboards. (6 marks)
- b) List and explain **THREE (3)** types of testing when delivering a multimedia application. (9 marks)
- c) State and briefly explain **THREE (3)** advantages of using programming languages over built-in features found in multimedia authoring tools. (6 marks)

Question 3

- a) List **FIVE (5)** important considerations during digital video editing. (5 marks)
- b) Animation effects are important element for movie production. With the use of suitable scenes from movies that you have seen, state and explain **FOUR (4)** examples of animated visual effects adopted by movie production. (10 marks)
- c) Identify and briefly explain **FIVE (5)** situations interactivity is highly needed in user interface design. (10 marks)

Question 4

- a) Identify and describe at least **ONE (1)** distinct responsibility for each of the following multimedia team members:-
- i. Project leader
 - ii. Content expert
 - iii. Multimedia programmer
- (6 marks)
- b) Name **FIVE (5)** examples of development tools for building Multimedia applications.
(5 marks)
- c) List and briefly explain **THREE (3)** important multimedia hardware devices to enable faster digitization of media data.
(6 marks)
- d) Identify and briefly describe the **FOUR (4)** activities that come under the analysis stage.
(8 marks)

Question 5

- a) i. Welsh would like to record his song digitally using the CD-stereo quality audio format. The length of the song is 5 minutes 33 seconds. Calculate the exact storage needed to store the audio file (in Megabyte) – *do not round up the final answer*.
(6 marks)
- ii. Suggest **FOUR (4)** digital audio file extensions to store the file.
(4 marks)
- b) i. List **FIVE (5)** options of multimedia delivery platforms.
(5 marks)
- ii. In your opinion, which option of multimedia delivery platform should be used? State and explain **FOUR (4)** reasons for your choice of multimedia delivery platform.
(10 marks)

Question 6

The Ministry of Sports is a government ministry that is responsible for determining the policies and direction to achieve the goals of Sports in your country. To encourage and improve the awareness of the importance of sports, the Ministry of Sports has decided to make a multimedia application targeted for school children to enhance their understanding of different types of sports. Your multimedia firm has been selected to lead the design and development of this multimedia application.

- a) Suggest and sketch the design metaphor that can be used as the user interface design theme for this multimedia application. Explain **ONE (1)** reason for your choice of design metaphor.
(5 marks)
- b) Based on the above information, list and explain **FOUR (4)** important features that can be included.
(10 marks)
- c) Identify and describe **FIVE (5)** design guidelines to enable good usability for user interface design of this multimedia application.
(10 marks)

– THE END –

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