



FINAL  
Examination Paper

(COVER PAGE)

Session : AUGUST 2017

Programme : Diploma In Information And Communication Technology (DICTN)

Course : ICT2105: Interactive Multimedia

Date of Examination : 14 December, 2017 (Thursday)

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

Duration : 2 Hours

**Special Instructions :**

**Section A:** Answer **ALL** the multiple choice questions in OMR sheets.

**Section B:** Answer any **THREE (3)** questions only.

**IMPORTANT NOTE : THIS PAPER SHOULD NOT BE TAKEN OUT OF THE EXAMINATION HALL**

Materials permitted : Non-Programmable Calculator

Materials provided : OMR SHEETS

Examiner(s) : Mahaletchumy and Vimala Doraisamy

Moderator : Ms Mohana

*This paper consists of 7 printed pages, including the cover page*

DIPLOMA IN INFORMATION AND COMMUNICATION TECHNOLOGY  
PROGRAMME (DICTN)  
ICT2105: INTERACTIVE MULTIMEDIA  
FINAL EXAMINATION: APRIL 2017 SESSION

**Section A**

**Instruction:** This section consists of **TWENTY (20)** multiple-choice questions. Answer **TWENTY (20)** questions in the OMR sheet provided. All questions carry equal marks.

1. Multimedia is any combination of all the following media delivered by computer or other electronic means.
  - A. Text and graphic art
  - B. Sound and video
  - C. Animation
  - D. All the above
  
2. A structure of linked elements through which the user can navigate, interactive multimedia becomes \_\_\_\_\_.
  - A. Website
  - B. Hypermedia
  - C. Games
  - D. Movie
  
3. Multimedia distributed over wires, glass fiber, or airwaves on a network requires large amounts of \_\_\_\_\_.
  - A. disk space
  - B. overhead
  - C. bandwidth
  - D. processing power
  
4. What does the term "environment" usually refer to in multimedia development?
  - A. The hardware and software the project will run on
  - B. The professional climate of the company that develops the project
  - C. The sales market for the multimedia project
  - D. The temperature and humidity of the air in the server farm

5. The process of converting a mathematical representation of a letter to the screen or printed output is called \_\_\_\_\_.
- A. leading
  - B. rasterizing
  - C. multiplexing
  - D. rendering
6. The individual conceptual elements that are connected in hyperlinked documents are called \_\_\_\_\_.
- A. sites
  - B. chunks
  - C. anchors
  - D. nodes
7. What is the following navigation technique called?  
Home > Store > Home & Garden > Patio & Grilling > Gas Grills & Accessories > Gas Grills > Burners
- A. aliasing
  - B. breadcrumbs
  - C. tracking
  - D. hyperlinking
8. The blocky, jagged appearance that occurs when a bitmapped image is resized is called \_\_\_\_\_.
- A. Compression
  - B. Multiplexing
  - C. Pixelation
  - D. Rendering
9. In 3-D applications, basic geometric shapes such as blocks, cylinders, spheres, and cones are called \_\_\_\_\_.
- A. Bitmaps
  - B. Extrusions
  - C. Planars
  - D. Primitives

10. Which term refers to images that were either never protected by a copyright or whose copyright protection has ended?
- A. royalty-free
  - B. public domain
  - C. rights-managed
  - D. copyleft
11. Which of these statements regarding the MIDI audio format is true?
- A. It is difficult to change instruments.
  - B. Spoken audio is difficult to include.
  - C. Sound tracks can be edited using waveform editors.
  - D. Files are generally larger than the same digital audio sound.
12. What is audio clipping?
- A. When the level of a signal exceeds the recorder's maximum recording level
  - B. When an editor cuts the ends of an audio track
  - C. When audio clips are down sampled to a lower frequency or sample rate
  - D. When an audio clip is converted to a lossy file format
13. When sound is digitized, the frequency with which a section of sound is taken and stored is known as the \_\_\_\_\_.
- A. Resolution
  - B. bit depth
  - C. sample size
  - D. sampling rate
14. Which of the following term refers to processing an audio signal to modify its frequency content so that it sounds "brighter" or "darker"?
- A. Quantization
  - B. Interpolation
  - C. Dynamic range
  - D. Equalization
15. What is the benefit of having animations rendered at the time that the user views them?
- A. They typically can have higher frame rates.
  - B. They can incorporate more elements.
  - C. They are usually more realistic.
  - D. They can be made interactive.

16. What is the extension of an Adobe Flash project that has been compiled for playback?
- A. .svg
  - B. .qt
  - C. .fla
  - D. .swf
17. Which of the following is a codec?
- A. DVI
  - B. H.264
  - C. XML
  - D. QuickTime
18. Which of the following is recommended for optimal video playback for streaming video?
- A. Use a small video window and a low frame rate.
  - B. Keep the audio and video segments separate.
  - C. Use few key frames.
  - D. Use a low-compression codec.
19. Which of the following is the aspect ratio of standard television?
- A. 16:9
  - B. 4:3
  - C. 1:1
  - D. 3:2
20. The scripting language of Flash is called \_\_\_\_\_.
- A. ActionScript
  - B. JavaScript
  - C. Lingo
  - D. Run-Time

**Section B**

**Instruction:** This section consists of **FOUR (4)** questions. Answer any **THREE (3)** out of **FOUR (4)** questions in the answer booklet provided. All questions carry equal marks.

**Question 1**

- (a) List and briefly discuss the **FIVE (5)** different roles or skill sets needed for developing a multimedia project and briefly describe how these roles might interact in a project. (10 marks)
- (b) What is a computer network? (2 marks)
- (c) Briefly describe any **FOUR (4)** multimedia elements that can be incorporated into a web page. (8 marks)

**Question 2**

- (a) List and describe the **SEVEN (7)** stages of a waterfall model which is used for multimedia project development. (14 marks)
- (b) Identify and briefly explain **THREE (3)** stages of software testing. (6 marks)

**Question 3**

- (a) Identify and explain any **THREE (3)** browser plug-ins or helper apps. (6 marks)
- (b) Describe the **FOUR (4)** basic structures for organizing multimedia presentations. (8 marks)
- (c) Describe any **THREE (3)** technical characteristics that determine the size of a digitized audio file. (6 marks)

**Question 4**

- (a) Identify and briefly explain **THERE (3)** types of TLF TEXT and when to use it. (6 marks)
- (b) Identify and briefly explain **THERE (3)** types of classic text types. (6 marks)
- (c) Differentiate the following concepts:
- (i.) Vector vs. bitmap image
  - (ii.) Mouse vs. graphics tablet
- (8 marks)

~ **The End** ~

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