

FINAL
Examination Paper

(COVER PAGE)

Session : April 2016

Programme : Diploma In Information And Communication Technology (DICTN)
Diploma in Information Technology (DITI)

Course : ICT2105/CSC1105 : Interactive Multimedia

Date of Examination : 25 July, 2016 (Monday)

Time : 11:00am – 1:00pm Reading Time : Nil

Duration : 2 Hours

Special Instructions :

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

Materials permitted : Non-Programmable Calculator

Materials provided : Nil

Examiner(s) : Andrew Ho Mun Wah and Tan Cheng Peng

Moderator : Dr Renee Chew

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

DIPLOMA IN INFORMATION COMMUNICATION TECHNOLOGY (DICTN)
DIPLOMA IN INFORMATION TECHNOLOGY (DITI)
ICT2105/CSC1105: INTERACTIVE MULTIMEDIA
FINAL EXAMINATION: APRIL 2016 SESSION

Instruction: 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) List the **FIVE (5)** characteristics of Multimedia as opposed to Multi-media. (5 marks)
- b) List and briefly explain the **FIVE (5)** guidelines when using text and font in the development of multimedia application. (10 marks)
- c) Compare the **TWO (2)** differences between the Bitmap image and the Vector graphic. For *each* type of graphics, name **ONE (1)** example. (10 marks)

Question 2

- a) Identify and describe the **THREE (3)** advantages of creating storyboards. (6 marks)
- b) Multimedia authoring tools are computer applications that enable the integration of text, audio, video and animated data into an interactive presentation.
 - i. List and briefly explain the **THREE (3)** types of multimedia authoring tools. (6 marks)
 - ii. For *each* type of multimedia authoring tools listed in Q2(b)(i), name **ONE (1)** example. (3 marks)
- c) Identify and briefly explain **FIVE (5)** situations interactivity is highly needed in the user interface design. (10 marks)

Question 3

- a) Name **FIVE (5)** input devices used for creation and digitizing multimedia elements. (5 marks)
- b) Animation effects are important 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)** reasons to conduct testing and evaluation for a multimedia application. (10 marks)

Question 4

- a) List the **FIVE (5)** important considerations when pre-planning for digital video production. (5 marks)
- b) Identify and briefly explain the **FIVE (5)** ways to protect against media data infringement. (10 marks)
- c) Name the **FIVE (5)** important multimedia team members. Briefly explain at least **ONE (1)** distinct responsibility for each of the multimedia team members named. (10 marks)

Question 5

- a) i. Lynn would like to record her song digitally using the CD-stereo quality audio format. The length of the song is 4 minutes 24 seconds. Calculate the exact storage needed to store the audio file (in Megabyte) – *do not round up the final answer.* (6 marks)
- ii. Suggest the **FOUR (4)** digital audio file extensions to store the file. (4 marks)
- b) i. List the **FIVE (5)** options of multimedia delivery platforms. (5 marks)
- ii. In your opinion, which option of multimedia delivery platform should be used for multimedia application targeted for businesses? State and explain the **FOUR (4)** reasons for your choice of multimedia delivery platform. (10 marks)

Question 6

The “Fit for Life” event goal is to encourage and develop the awareness of the importance of exercising regularly while achieving health goals in life among Malaysians. The organizers of the event have decided to make available a multimedia application that will share the ideas of “Fit for Life”. Your multimedia firm has been selected to lead the design and development of this multimedia application.

- a) Suggest a design metaphor that can be used as the user interface design theme for this multimedia project. Explain the **TWO (2)** reasons for your choice of design metaphor.
(5 marks)
- b) Recommend and briefly explain the **FIVE (5)** different features which you will propose for this multimedia application.
(10 marks)
- c) Identify and describe the **FIVE (5)** design guidelines to enable good usability for user interface design of this multimedia application.
(10 marks)

~ The End ~
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