

 **INTI** International
University & Colleges

FINAL
Examination Paper

(COVER PAGE)

Session : APRIL 2018

Programme : Diploma In Information And Communication Technology (DICTN)
Diploma In Information Technology (DITN)

Course : ICT2105: Interactive Multimedia

Date of Examination : August 2, 2018 (Thursday)

Time : 2.00PM – 4.00PM 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 : NIL

Materials provided : OMR sheets

Examiner(s) : Andrew Ho and Vimala Doraisamy

Moderator : Ms Mohana

This paper consists of 6 printed pages, including the cover page

DIPLOMA IN INFORMATION AND COMMUNICATION TECHNOLOGY
PROGRAMME (DICTN)

DIPLOMA IN INFORMATION TECHNOLOGY PROGRAMME (DITN)

ICT2105: INTERACTIVE MULTIMEDIA

FINAL EXAMINATION: APRIL 2018 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 becomes interactive multimedia when a _____ is given the option of controlling the elements.
A. computer
B. information
C. user
D. system
(2 marks)

2. Following are characteristics of dynamic media element **EXCEPT**
A. continuous
B. multi-layered
C. time-dependent
D. time-independent
(2 marks)

3. Below are factors affecting legibility of text **EXCEPT**
A. size
B. style
C. leading
D. character set
(2 marks)

4. Sound is measured in _____.
A. amplitude
B. decibels
C. voltage
D. wavelength
(2 marks)

5. If you want to record your own voice using computer, you will require the following multimedia hardware **EXCEPT**
A. display card
B. microphone
C. sound card
D. Speakers
(2 marks)

6. When you turn off the power to this type of storage, any data stored in it will be lost.

- A. CD-ROM
- B. ROM
- C. RAM
- D. CMOS

(2 marks)

7. Keyboard that supports the use of customizable input switches is known as the _____ keyboard.

- A. ergonomic
- B. mechanical
- C. standard
- D. tactile

(2 marks)

8. Translations, adaptations, arrangements and other transformation of original multimedia work eligible for copyright is known as a _____ work.

- A. derivative
- B. innovative
- C. plagiarize
- D. version

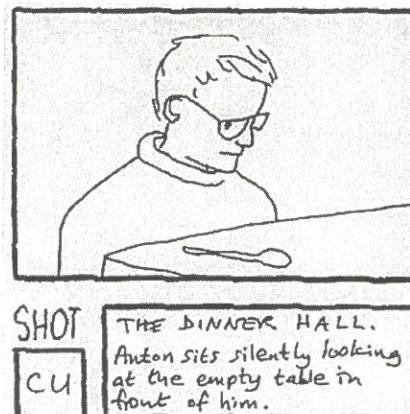
(2 marks)

9. _____ is the effectiveness, efficiency and satisfaction with which specified users can achieve specified goals when using the multimedia system.

- A. Economics of use
- B. Functionality
- C. Universality
- D. Usability

(2 marks)

10.



Above is a screen snippet from a storyboard. Which storyboard type does it belong to?

- A. Framed storyboard
- B. Floating storyboard
- C. Photo storyboard
- D. Thumbnail storyboard

(2 marks)

11. A _____ is a navigational aid in user interfaces that allows users to keep track and maintain awareness of their locations within the multimedia programs or documents.
- A. breadcrumb trail
 - B. hamburger button
 - C. home
 - D. return to top
- (2 marks)
12. Following are examples of Multimedia Development methodology **EXCEPT**
- A. ADDIE
 - B. LUCID
 - C. OODM
 - D. WYSIWYG
- (2 marks)
13. A tool used to merge multimedia elements into a multimedia project is called _____ tool.
- A. authoring
 - B. design
 - C. development
 - D. iteration
- (2 marks)
14. Which of the following is an example of a timeline-based authoring tool?
- A. Adobe Director
 - B. iShell
 - C. Microsoft Visual Basic
 - D. Scala Multimedia
- (2 marks)
15. *Media data and interaction cues are organized as objects in a structural framework or process. It displays flow diagrams of activities along paths. Non-technical multimedia developers can build multimedia applications without scripting, by specifying the actions of the flow lines.*
- Name this multimedia authoring tool.
- A. Building block-based
 - B. Card-based
 - C. Icon-based
 - D. Slide-based
- (2 marks)
16. _____ authoring tool allows the user to create a multimedia web pages and web site without learning the underlying HTML.
- A. Book-based
 - B. Mark-up-based
 - C. Page-based
 - D. Script-based
- (2 marks)

17. Scripting allows interactivity to be created into multimedia application created from a multimedia authoring tool. What is the native scripting supported by Adobe Flash?
- A. ActionScript
 - B. Angular script
 - C. JavaScript
 - D. Lingo script

(2 marks)

18. Select the important factors of considerations when choosing a multimedia authoring tool.

- I. Ease of use
- II. Functionality
- III. Budget
- IV. Security

- A. I only
- B. I and II
- C. I, II, and III
- D. III and IV

(2 marks)

19. Choose the roles of a multimedia authoring tools.

- I. Designing
- II. Importing
- III. Performance tuning
- IV. Publishing and delivery

- A. I, II, III
- B. II, III, IV
- C. I, II, IV
- D. I, II, III, and IV

(2 marks)

20. Choose the characteristics of an object-oriented authoring tool.

- I. Attributes and abilities of objects are inherited
- II. Media data and events become objects that work in a hierarchical order of parent-and-child relationships
- III. Objects are defined by properties
- IV. Object may contain a programming script that is activated by an event

- A. I, II, III
- B. II, III, IV
- C. I, II, IV
- D. I, II, III, and IV

(2 marks)

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 describe **FIVE (5)** situations a multimedia application would need interactivity. (10 marks)
- b. Identify and briefly explain **FIVE (5)** types of fonts. (10 marks)

Question 2

- a. Identify **FIVE (5)** types of multimedia creation and editing software tools. For *each* type identified, name **ONE (1)** example. (10 marks)
- b. List and explain **TWO (2)** benefits and **TWO (2)** challenges of delivering multimedia application in the World Wide Web and Internet. (10 marks)

Question 3

- a. Identify and explain **FIVE (5)** copyright owner's rights for a digital multimedia product. (10 marks)
- b. Name **FIVE (5)** multimedia project team member. For *each* multimedia project team member identified, list **ONE (1)** specific responsibility. (10 marks)

Question 4

Your college has decided to develop a mobile multimedia application to provide new students with multimedia content related to online and blended learning. Your multimedia firm is selected to lead the design and development of this mobile multimedia application.

- a. Give and explain **FOUR (4)** user-friendly design principles for the user interface design of this mobile multimedia application. (10 marks)
- b. Recommend and explain **FOUR (4)** important functions which you will propose to be part of this mobile multimedia application. (10 marks)