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UNIVERSITI TUN HUSSEIN ONN MALAYSIA

**FINAL EXAMINATION
SEMESTER I
SESSION 2023/2024**

COURSE NAME : MULTIMEDIA CONCEPT
COURSE CODE : DAT 11403
PROGRAMME CODE : DAT
EXAMINATION DATE : JANUARY / FEBRUARY 2024
DURATION : 2 HOURS
INSTRUCTIONS : 1. ANSWER ALL QUESTIONS
2. THIS FINAL EXAMINATION IS CONDUCTED VIA **CLOSED BOOK**.
3. STUDENTS ARE **PROHIBITED** TO CONSULT THEIR OWN MATERIAL OR ANY EXTERNAL RESOURCES DURING THE EXAMINATION CONDUCTED VIA **CLOSED BOOK**

THIS QUESTION PAPER CONSISTS OF **FOUR (4)** PAGES

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- Q1** Multimedia as a term is refers to the combination of different forms of media.
- (a) In multimedia, media as a term is not limited into a single definition. Differentiate **TWO (2)** terms of media with a proper example. (4 marks)
 - (b) Discuss with a suitable example of the **THREE (3)** purposes of multimedia. (6 marks)
- Q2** Graphic and images are both visual elements in multimedia.
- (a) Name **THREE (3)** examples of the software application that can be used for creating graphics and manipulating images. (3 marks)
 - (b) Differentiate **TWO (2)** types of images in multimedia. (4 marks)
 - (c) Explain with a suitable example the use of **TWO (2)** input devices and **TWO (2)** output devices for the graphic design purposes. (8 marks)
- Q3** Human can interact with the multimedia applications in various context of use.
- (a) Give **TWO (2)** examples of interaction modalities of the multimedia applications. (2 marks)
 - (b) Explain **THREE (3)** visions of Multimedia Super Corridor (MSC) that was launched in 1996 as government initiatives to foster growth of the ICT industry and digital economy in Malaysia. (3 marks)
 - (c) Name **TWO (2)** examples of software or platform for each domain below:
 - (i) E-Learning
 - (ii) 3D Modelling
 - (iii) Game Engines
 - (iv) Video Conferencing
 - (v) Entertainment Streaming(10 marks)

- Q4** Text is a sequence of words that used to convey message to the audience.
- (a) Give a proper definition and illustrate the suitable example of the following:
- (i) Alphabet
 - (ii) Ciphertext
 - (iii) Typography
 - (iv) Character Repertoire
- (8 marks)
- (b) Explain a reason with a suitable example why spacing in text is important.
- (2 marks)
- Q5** A document is a recorded or written representation of the information.
- (a) Discuss **THREE (3)** examples of document and its uses.
- (6 marks)
- (b) Give **TWO (2)** features of the hypertext document.
- (2 marks)
- (c) Describe with a suitable example of the **TWO (2)** features of the document that is stored in the computer system.
- (4 marks)
- (d) Explain **THREE (3)** advantages of the *hardcopy* documents.
- (3 marks)
- Q6** Sound and audio are both audible elements in multimedia.
- (a) State **TRUE** or **FALSE** for each statement below.
- (i) Audio is an audible vibration.
 - (ii) Sound is the recorded signal within a specific frequency range.
 - (iii) Audio requires electronic processing using devices and technologies.
 - (iv) Example of audio is a noise from the footsteps or the chirping birds.
 - (v) Sound and audio are both equals in terms of its processing.
 - (vi) Sound travels through a medium such as air or water.
- (6 marks)
- (b) Explain with a suitable example of how a microphone, a speaker, and the software applications such as *Audacity* are interconnected to each other for *sound* and *audio*.
- (4 marks)

- Q7** Video and animation are both temporal elements of multimedia.
- (a) Name **TWO (2)** examples of software applications used for the following purposes:
- (i) Video editing
 - (ii) 2D animation
 - (iii) 3D animation
- (6 marks)
- (b) Describe the differences between video and animation by the principles of *source of images* and *the use of audio*.
- (4 marks)
- (c) The finished animation can be compressed into a video format. Give **TWO (2)** examples of video format that is suitable for animation playback.
- (2 marks)
- (d) Name **THREE (3)** video transmission system for the television broadcasting.
- (3 marks)
- Q8** Multimedia project development is a process of integrating different forms of media for a diverse purpose.
- (a) Explain the activity involves in the following stages of multimedia project development:
- (i) Planning
 - (ii) Design
 - (iii) Development
 - (iv) Testing
 - (v) Deployment
 - (vi) Evaluation
- (6 marks)
- (b) Explain in which context the following method is used in multimedia project:
- (i) Flowchart
 - (ii) Storyboard
 - (iii) Prototype
 - (iv) Authoring
- (4 marks)

-END OF QUESTIONS -

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