



**UNIVERSITI TUN HUSSEIN ONN MALAYSIA**

**FINAL EXAMINATION  
SEMESTER I  
SESSION 2011/2012**

**COURSE NAME** : **MULTIMEDIA AUTHORIZING**

**COURSE CODE** : **BIT 3183 / BIT 31803**

**PROGRAMME** : **BACHELOR OF INFORMATION  
TECHNOLOGY**

**EXAMINATION DATE** : **JANUARY 2012**

**DURATION** : **2 HOURS AND 30 MINUTES**

**INSTRUCTION** : **ANSWER ALL QUESTION.**

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

**PART A**

Instruction: Answer **ALL** questions.

**Q1** Fill in the blank to complete the statement.

- (a) \_\_\_\_\_ is a technique of creating, editing and importing multimedia data; assemble raw data into a playback sequence; and provide a structured method / language for responding to user input. (2 marks)
- (b) \_\_\_\_\_ is a representation of what each screen will look like and how the screens are linked. (2 marks)
- (c) \_\_\_\_\_ is a formal process in which potential users are filmed as they interact with a title and asked to verbalize what they are thinking. (2 marks)
- (d) An example of a \_\_\_\_\_ user interface is when users are prompted to enter information or to designate existing information to fit available locations. (2 marks)
- (e) \_\_\_\_\_ is a group of people who are going to use the multimedia application which has been purposely developed for them. (2 marks)

**PART B**

Instruction: Answer **ALL** questions.

- Q2** (a) Discuss **TWO (2)** advantages of integrating text and graphic media in e-learning application. (6 marks)
- (b) Explain **TWO (2)** categories of authoring tools in developing e-learning courseware. (4 marks)
- (c) Explain **ONE (1)** advantage and **ONE (1)** disadvantage of any one of the authoring tool categories. (4 marks)
- Q3** Suppose you want to develop a short video about yourself to include your hobby during holiday. You need to add some texts and suitable transition to highlight the important scenes.
- (a) Draw **ONE (1)** diagram to illustrate the process flow for authoring (develop) the short video. (6 marks)
- (b) Outline in **FOUR (4)** related steps on how you finalize the short video using the video editing software authoring tool e.g., Movie Maker. Assume the editing workspace has been created and the raw video (including audio) has been captured. (8 marks)
- Q4** Suppose you want to develop an animation of a moving ball from location A to location B. The duration of the animation is 2 seconds with 24 frames per second. You need to add the sound of a moving ball.
- (a) Assume you are required to use a particular authoring tool to develop the animation. Provide **ONE (1)** justification why you choose that particular tool. (4 marks)
- (b) Outline in **FIVE (5)** related steps on how you develop the animation using the authoring tool i.e., Adobe Flash. Assume the project's workspace has been created and the image and audio are given. (10 marks)

**PART C**

Instruction: Answer **ALL** questions.

- Q5** Suppose, you are a multimedia developer who want to develop an e-learning courseware for Smart School. You are looking for a navigation scheme that best suit your project.
- (a) Compare **THREE (3)** different navigation schemes by analyzing the possible depth structure of each scheme.  
(12 marks)
  - (b) Based on your answer in **Q5 (a)**, choose **ONE (1)** navigation scheme and provide **ONE (1)** justification why that particular scheme is being chosen.  
(4 marks)
  - (c) Based on your answer in **Q5 (b)**, sketch the main menu of the courseware to illustrate the navigation scheme.  
(8 marks)
- Q6** As a project developer, you are required to develop an online corporate montage for UTHM. One of the important steps involve in the multimedia development process is pre-production or planning.
- (a) Based on ADDIE model, explain **ONE (1)** requirement for each phase to successfully deliver the project.  
(15 marks)
  - (b) Analyze **THREE (3)** possible media with their requirements for the montage considering the delivery platform i.e., online. Assume that the potential audiences are school student.  
(9 marks)