(Knowledge for Development)

KIBABII UNIVERSITY
(KIBU)

UNIVERSITY EXAMINATIONS
2020/2021 ACADEMIC YEAR

END OF SEMESTER EXAMINATIONS
YEAR TWO SEMESTER ONE EXAMINATIONS

FOR THE DIPLOMA OF
OF SCIENCE
(INFORMATION TECHNOLOGY)

COURSE CODE   :   DIT 067
COURSE TITLE   :   MULTIMEDIA TECHNOLOGIES

DATE: 15/06/2021   TIME: 2.00 P.M. – 4.00 P.M.

INSTRUCTIONS TO CANDIDATES

Answer Questions ONE and ANY OTHER TWO.

QUESTION ONE (COMPULSARY) [20 MARKS]

1. Which of the following describes the function of a scanner?
   (A) Creating vector images
   (B) Creating bitmapped images
   (C) Converting bitmapped images into vector images
   (D) Converting bitmapped text images into editable text

2. What is the advantage of using vector graphics in the creation of a digital image?
   (A) Vector graphics are widely accepted across all graphics software.
   (B) Vector graphics allow for the production of photorealistic images.
   (C) Vector graphics allow for precise images to be rescaled without distortion.
   (D) Vector graphics allow for the manual manipulation of every individual pixel in a graphic.

3. What process is used to reduce the jagged edge created when enlarging a bit-mapped graphic?
   (A) Animating (B) Anti-aliasing (C) Grouping (D) Pixelisation

4. Kerning is
   A. The space between two lines of text   B. The fixed space between two characters
   C. The space between group of letters   D. The spacing between individual characters

5. Primary uses of business interactive multimedia include all of the following except
   a) product demonstrations   b) Web page development
   c) entertainment   d) high-quality presentations

6. Clicking on special areas called _____ activates the various features of a multimedia presentation.
   a) activators   b) starters   c) pages   d) buttons

7. Before building a presentation with a multimedia authoring system, the designer would use a
   a) flowchart b) hypermedia database c) button file   d) storyboard

8. A specialized program used to create multimedia presentations is a _____
   a) Web authoring program   b) desktop publishing program
   c) multimedia authoring program   d) illustration program

9. An essential ingredient for effective multimedia presentations incorporates user participation or _____
   a) links   b) buttons   c) interactivity   d) integration

10. What is Animation?
    A) A cartoon   B) The apparent movement of an object
    C) A file format   D) All of the above

11. In which type of streaming multimedia file is delivered to the client, but not shared?
    a) real-time streaming   b) progressive download
    c) compression   d) none of the mentioned

12. Which one of the following is the characteristic of a multimedia system?
    a) high storage   b) high data rates   c) both (a) and (b)   d) none of the mentioned

13. Designed to create a particular look, a _____ contains color schemes, slide and title masters with custom formatting and fonts styles.
    A. template   B. presentation   C. slide   D. background

14. Adding _____ to objects on your slides not only controls the flow of information, but adds interest to your presentation.
    A.   background   B.   transition   C.   animation   D.   popups

15. One of the disadvantages of multimedia is:
    A.   cost   B.   adaptability   C.   usability   D.   relativity

16. The text color in a presentation should contrast with the _____ color.
    A. texture   B. frame   C. Stack D. background
17. The process of planning your multimedia presentation is known as a:
    A. design   B. storyboard   C. development   D. layout
18. A video consists of a sequence of
    A. Frames B. Signals   C. Packets   D. Slots
19. If frames are displayed on screen fast enough, we get an impression of
    A. Signals B. Motions   C. Packets   D. Bits
20. Space between lines:
    (a) Leading (b) Kerning (c) Extrude (d) Expanded (e) Font Mapping

QUESTION TWO [20 MARKS]

a. Briefly explain four key properties of a multimedia system.   [8 marks]
b. Briefly explain four benefits of using multimedia in software.   [8 marks]
c. Suggest and explain three possible problems with multimedia project.   [6 marks]

QUESTION THREE [20 MARKS]

a. Suggest four major challenges that may be experienced in the usage of multimedia in teaching at Kibabii University.   [4 marks]
b. Suggest ways in which multimedia technologies be put into practical use in Kibabii University Library. Give brief explanation   [6 marks]
c. Discuss any four five multimedia elements   [10 marks]

QUESTION FOUR [20 MARKS]

a. Briefly explain how you can compress images you intend to use in a multimedia product [hint online or off line]   [6 marks]
b. Briefly discuss the following color models:
    i.   Additive   [4 mark]
    ii. Subtractive   [4 mark]
c. Explain three way of defining color in a multimedia authoring tool.   [6 marks]

QUESTION FIVE [20 MARKS]

a. Explain the concept of multimedia.   [4 marks]
b. Explain the concepts of synthesized and captured media as used in multimedia systems area of study.   [4 marks]
c. Distinguish between bitmap and vector images.   [6 marks]
d. Describe three ways of capturing text into multimedia authoring tool.   [6 marks]