



(Knowledge for Development)

KIBABII UNIVERSITY

(KIBU)

UNIVERSITY EXAMINATIONS
2022/2023 ACADEMIC YEAR

SPECIAL/SUPPLEMENTARY EXAMINATIONS
YEAR TWO SEMESTER ONE EXAMINATION

FOR THE DEGREE OF BACHELOR OF
SCIENCE

(INFORMATION TECHNOLOGY)

COURSE CODE : BIT 216

COURSE TITLE : MULTIMEDIA TECHNOLOGIES

DATE: 07/08/2023

TIME: 11.00 AM. – 1.00 PM.

INSTRUCTIONS TO CANDIDATES

ANSWER QUESTIONS ONE AND ANY OTHER TWO.

QUESTION ONE (COMPULSORY) [30 MARKS]

1. A multimedia file
A. is same as any other regular file B. Must be accessed at specific rate
C. stored on remote server cannot be delivered to its client
D. None of the mentioned
2. 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
3. What does MIDI stand for?
A. Musical Internet Digital Interface
B. Musical Internet Digital Interrupt
C. Musical Instrument Digital Interface
D. Musical Instrument Download Interface
4. Which of the following statements is true?
A. MIDI files are generally larger than WAV files.
B. Video files are generally much larger than audio files.
C. Audio and video are one and the same.
D. Nearly all 5 minute movie clips are under 1M in size.
5. What is a major benefit of using multimedia/hypermedia in learning?
A. It makes it possible for students to understand how they learn.
B. It prepares many students for careers in film and theater.
C. It allows students a variety of ways to show their abilities.
D. It increases motivation for learning.
6. Multimedia is widely used to add special ____ to movies.
A. arrangement B. attachments C. control D. effects
7. The ____ input addresses the different styles of different users.
(A) Multi-sense B. Multimedia C. Multi-facet D. Multi-sensory
8. Media does not refer to...
A. Platform B. video C. audio D. graphic
9. What is the function of an authoring tool in designing multimedia projects?
A. Tool used mainly for the final marketing of a multimedia project
B. Framework for assembling text graphics video animation and sound into a single interactive project
C. Designing tool for storyboarding
D. Tool used to edit graphics and animation.
10. Multimedia elements are typically sewn together into a project using _____.
A. authoring tools B. multimedia tools C. audio tools D. video tools.
11. A smaller version of an image is called
A. clipart B. bitmap C. portable network graphic D. thumbnail
12. Which one of the following is the most important element for a multimedia project?
A. Image B. Text C. Sound D. Creativity
13. Graphics that contain movement are often referred to as-
A. Animation B. Motion C. Morph D. Flash
14. Tools which are used to combine text, music, and graphic into a single unit, are called —
— tools.
a. A. Authoring tool B. Multimedia tool C. Movie making tool D. None
15. When we provide a structure of linked elements multimedia becomes which type of media?
A. Hypermedia B. Hypertext C. Nonlinear multimedia D. Linear multimedia
16. Which one of the following tools is used to select the pixel based on color value?

- A. Airbrush B. Drop tool C. Type tool D. Magic wand
17. _____ the ability to access, analyzes, evaluate and produce media.
A. Literacy B. Internet C. Media D. Media Literacy
18. One of the disadvantages of multimedia is:
A. cost B. adaptability C. usability D. relativity
19. The text color in a presentation should contrast with the _____ color.
A. CPU B. frame C. stack D. background
20. Which of the following is the television broadcast standard for the Africa and part of Europe?
A. NTSC B. PAL C. SECAM D. NSTC
21. Which of these is not likely to be the responsibility of a multimedia project?
A. Create interfaces B. Ensure the visual consistency of the project
C. Structure content D. Create budgets and timelines for the project
E. Select media types for content.
22. Space between lines:
A. Leading B. Kerning C. Extrude D. Expanded E. Font Mapping.
23. In which graphic picture quality is not decreased if picture size is increased?
A. Print Graphics B. Vector Graphics C. Raster Graphics D. None of the above
24. Which of the following are the 2d color models?
A. RGB and CMK B. RGB and CMG C. RGB and CMYK D. All of the above
25. Pixels are:
A. dots of ink from an inkjet printer. B. dots on the screen arranged in rows.
C. points of light used by a cordless, wireless, optical mouse.
D. points on the end of PDA handheld devices.
26. Pixels are primarily controlled by the:
A. user. B. hardware. C. software. D. operating system.
27. A digital photograph is a:
A. resolution graphic. B. raster graphic. C. bitmapped image. D. raster image.
28. When a program assigns 8 bits to a pixel, that pixel can display one of up to _____ colors.
A. 32 B. 64 C. 256 D. 1,024
29. The density of pixels on a screen is known as:
A. resolution. B. pixility. C. pixel depth. D. screen clarity.
30. Software that stores lines and shapes rather than individual pixels is known as:
A. Vector graphics software. B. raster graphics software.
C. photo database software. D. resolution software.

QUESTION TWO [20 MARKS]

- a. Give four common use of TEXT in Multimedia application. **[4 marks]**
- b. What is meant by the terms static media and dynamic media? Give two examples of each type of media. Static **[6 marks]**
- c. Bearing in mind the characteristics of multimedia in computing, explain whether digital television production fully qualifies to be classified a multimedia product or not. **[10 marks]**

QUESTION THREE [20 MARKS]

- a. Explain any three disadvantages of Graphics in Multimedia product. **[6 marks]**