

# TECHNICAL UNIVERISTY OF MOMBASA

# Faculty of Engineering & Technology

### DEPARTMENT OF COMPUTER SCIENCE & INFORMATION TECHNOLOGY

DIPLOMA INFORMATION COMMUNICATION TECHNOLOGY (DICT 13S)

**EIT 2206: MULTIMEDIA SYSTEMS** 

END OF SEMESTER EXAMINATION SERIES: APRIL 2015
TIME: 2 HOURS

## **Instructions to Candidates:**

You should have the following for this examination

- Answer Booklet

This paper consists of **FIVE** questions.

Attempt question **ONE** (Compulsory) and any other **TWO** questions

Maximum marks for each part of a question are as shown This paper consists of **THREE** printed pages

a) State the general convention followed for validating a multimedia presentation (2 marks)

**b)** List any FOUR core components of a multimedia system (4 marks)

- c) Explain any FOUR factors that affect the consumer/user acceptance of a multimedia passed application or presentation (8 marks)
- **d)** Multiple media in multimedia can generally be classified in two main categories. Explain these categories giving suitable examples for each. **(6 marks)**

### **Question Two**

- **a)** Explain the following characteristics of multimedia and state how they are related:
  - (i) Non-linearity

(ii) Interactivity (4 marks)

- **b)** Navigation is a major concern when dealing with hypertext. Outline any FOUR navigation aids that can help users to locate information with ease in a multimedia application **(8 marks)**
- c) Discuss how sound is used in multimedia (8 marks)

### **Question Three**

- **a)** Define the following types of multimedia giving a suitable example for each:
  - (i) Hyper media
  - (ii) Linear media
  - (iii) Interactive media (6 marks)
- **b)** Explain FIVE career opportunities that are available to you as a student of multimedia systems. **(10 marks)**
- c) State FOUR advantages of using Graphic design software over traditional drawing (4 marks)

# **Question Four**

- **a)** Explain any THREE requisite skills for Graphic design (6 marks)
- **b)** Explain the following principles of graphic design:
  - (i) Unity
  - (ii) Balance
  - (iii) Scale (6 marks)
- c) Describe any FOUR audio file formats and state the suitability of each. (8 marks)

### **Question Five**

- a) (i) Differentiate between lossy and lossless compression techniques
  (ii) List examples of the above techniques in video
  (2 marks)
- **b)** Explain the meaning of the following terms as used in multimedia:

- (i) Resolution
- (ii) Clipping
- (iii) CODEC
- (iv) Downsampling (8 marks)
- c) (i) Differentiate between analog and digital video (4 marks)
  - (ii) Describe any TWO examples of the above video (2 marks)