**عبدالرحمن أشرف**

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Multimedia

**Sheet 1**

**Write Answer**

1. **Multi media presentation characteristics**
   1. Multiple media
   2. Non-linearity
   3. Scope of interactivity
   4. Integrity
   5. Digital representation
2. **Examples of multimedia components**
   1. Images
   2. Videos
   3. Audios
   4. Animations
   5. Text
3. **The difference between linear and non-linear multimedia**

is blurring as time goes by, but the clear difference between each other:

linear >> Structured flow – Limited interactivity

non-linear >> Non Sequential Structure – interactivity

1. **distinguish between multimedia \_production and \_playback, How ..**
2. the Distinguish

- Multimedia production [generally requires greater and more powerful resources fulfilling designing requirements]

- Multimedia playback [usually requires lesser amount of resources for viewing an existing presentation]

1. How would the hard&software requirements vary in each case?

With linear requirements and non linear also can be changed for each PC, and there are requirements for linear and non for production and playback

1. **What is the role of testing and feedback stage in improving the quality of the presentation?**

this step involves distributing whole [or] part of the presentation to sections of the target audience and heading the feedback from them about the possible areas which need improvement.

1. **Mention some of the uses of multimedia presentation giving examples?**

1. Educational Purposes:

- Example: A history teacher creates a multimedia presentation to teach students about a specific historical event, incorporating images, videos, maps, and audio clips to enhance learning and retention.

2. Personal Presentations and Projects:

- Example: An individual creates a multimedia presentation for a personal project or hobby, such as documenting a travel experience, sharing family photos and videos, or showcasing creative work like photography or music compositions.