Examination Feedback for EEE116 – Multimedia systems 1
Spring Semester 2009-10

Feedback for EEE116 Session: 2009-2010

Feedback: Please write simple statements about how well students addressed the exam paper in general and each individual question in particular including common problems/mistakes and areas of concern in the boxes provided below. Increase row height if necessary.

General Comments:

In general most students addressed the paper well. The most common mistakes were due to not reading the paper well, drawing unclear diagrams and not using correct units. Specific comments for the exam paper are shown below.

Question 1:

This question was attempted by all students and answered very well with a good average mark. The most common mistake was in part f, where many students failed to compute the sampling frequency and the data rate correctly.

Question 2:

Part (a) of this question was not addressed correctly by almost all of the students who attempted this question. In part (b), the most common mistake was failing to multiply by 8 to convert bytes to bits. In parts c and d many students failed to give correct examples. The TDM and FDM figures in majority of answers were not correct. Most students labeled the axes incorrectly. In part (e) some marks were lost due to incorrect labeling in the diagram.

Question 3:

This question was not addressed satisfactorily by most of the students. In part (b), although most students drew the LPC block diagram accurately, the majority failed to identify its components that emulate the human speech generation. In part (d) some answers showed confusion between frequency and time masking. In part (e) most description were very poor.

Question 4:

This question was answered generally well. The most common mistakes were in parts (d) and (e). In part (d) most students failed to compute the correct resolution for the chrominance samples and fit them appropriately in data rate computation. In part (e), most failed to count the I, P and B frames in the GOP correctly. Another mistake was considering the frame rate, as opposed to the GOP size, when counting the IPB frames and computing the compression ratio.