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INF-231

Activity 2 - Identifying and Applying Multimedia Hardware Devices

Part A

Input Devices	Output Devices	Storage Devices
Mic – Use to record vocals or music	Printer – Printing anything that can be print	HDD – Old storage heavy sometimes slow
Keyboard – Inputing something like docs and etc.	Monitor – Display the visual of a system unit	SSD – Newer model of storage, lighter and faster
Camera – Use to record visual like movie take pictures and etc	Speaker – Playing audio	Flashdrive – For transfering files offline or installing os

Part B

Input

1. **Flatbed Scanner**
    - **Purpose**: Scanning hand-drawn artwork, printed materials, or photographs into digital form.

- **Justification**: A flatbed scanner offers high-resolution image capture with accurate color reproduction, essential for digital artists and illustrators.

2. **Microphone**
    - **Purpose**: Capturing voiceovers, narration, or sound effects for multimedia projects.
    - **Justification**: Condenser microphones provide clear, studio-quality sound. USB mics are plug-and-play, while XLR mics offer better control through audio interfaces.
3. **Graphics Tablet**
    - **Purpose**: Drawing, sketching, and digital painting directly on a digital canvas.
    - **Justification**: Offers pressure sensitivity and precision, enabling a natural drawing experience that mice or touchpads cannot provide.
4. **Webcam**
    - **Purpose**: Recording video content or participating in live streaming sessions.
    - **Justification**: A high-resolution webcam ensures professional-quality video capture.

Output

1. **High-Resolution Monitor**
    - **Purpose**: Displaying images and videos with accurate colors and high detail.
    - **Justification**: IPS monitors provide better color accuracy and wider viewing angles, which are crucial for design and video editing work.
2. **Studio Monitor Speakers / Quality Headphones**
    - **Purpose**: Listening to audio while editing or previewing multimedia content.
    - **Justification**: Studio monitors provide a flat frequency response ideal for accurate audio mixing. Headphones are essential for individual work and detailed sound editing.
3. **Multimedia Projector**
    - **Purpose**: Displaying student projects to the whole class.
    - **Justification**: Enables large-scale viewing of visual media and collaborative discussions.

Storage

1. **Internal SSD**

- **Purpose**: Operating system and active project files storage.
- **Justification**: SSDs offer fast read/write speeds which improve system responsiveness, reduce loading times, and accelerate rendering/exporting multimedia files.

2. **External HDD or SSD**
    - **Purpose**: Backup and archiving of completed projects and large media files.
    - **Justification**: External drives offer portability and additional storage space, essential for managing high-resolution video, layered image files, and audio assets.
3. **Cloud Storage Subscription**
    - **Purpose**: Sharing projects, collaboration, and offsite backup.
    - **Justification**: Provides access to files from any location and ensures data redundancy and protection against local drive failure.

Part C

Multimedia hardware is not just hardware, it can affect how the production process flows, the quality of the output and the overall user experience. High performance input devices such as the scanners, cameras and microphones provide accuracy when capturing visuals as well as audio which is vital in creation of content. Output devices like monitors and speakers allow creators to preview and edit their work in real time. And lastly, reliable storage devices help manage large multimedia files, ensuring smooth editing and fast access. To sum it up, these components enhance creativity, productivity and the professional quality of digital presentations.