

Unit 22 Multimedia

Name:

1 Choose words from the drop-down menu to make collocations connected with multimedia.

- 1 animation
- 2 CD/DVD
- 3 interactive
- 4 sound
- 5 stereo
- 6 information
- 7 streaming
- 8 digital
- 9 video
- 10 virtual



Now listen to the collocations and practise saying them.

2 Unscramble the letters to complete the definitions from an online dictionary. Type in your words.

- 1 dheasenpho : device which covers each ear and allows you to listen to audio without other people hearing
- 2 pertyhtex : text with links to other text or other parts of a document or web page
- 3 tacvitiyniter : allowing two-way communication between a program and the user
- 4 pormicnohe : equipment that allows you to record your voice
- 5 batscew : a concert or other event broadcast over the Internet

3 Complete the following blog entry, which one of your classmates wrote for Exercise 5c on page 113 of the Infotech Student's Book, by typing in terms from 1 and 2 above into spaces 1–10. (You will not need to use all of the terms.) Then choose the correct verb forms from the drop-down menu (a–e).

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So, what exactly is multimedia? If you (a) on <http://dictionary.cambridge.org>, you'll find the following definition: *using a combination of moving and still pictures, sound, music and words, especially in computers or entertainment*. This definition refers specifically to (1) such as educational CD-ROMs or digital encyclopaedias. It could also be referring to the touch-screen (2) that you sometimes see in banks and estate agents. This type of multimedia commonly uses (3) – links that take you to other pages of the document or program. However, I think multimedia can mean anything from using a (4) to burn MP3s, to listening to an online radio show using (5) (that is, in real time).

As long as you (b) a fast CPU, a good monitor and a (6) (hardware that allows you to play digital audio through your computer), you'll be able to use basic multimedia applications. If you (c) to go a step further, you could invest in a (7) to record yourself, or a digital video camera to make videos in (8) . If you wanted to make a whole movie, then you (d) also need (9) software such as Apple's iMovie.

The future of multimedia looks very exciting. If current trends continue, then (10) (e) more and more popular – we could eventually be living most of our lives in these 3-D worlds, interacting with each other just as we do in real life. Just look at the success of *Second Life*...

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