UNIVERSITI MALAYSIA SARAWAK

94300 Kota Samarahan
Sarawak

Fakulti Komputer Sains & Teknologi Maklumat

TMT3613 Makmal Multimedia Interaktif
TMT3613 Interactive Multimedia Lab

Peperiksaan Akhir – *Final Examination*

No. Matrik (*Matric No.*)	:	
Semester/Sesi (*Semester/Session*)	:	Semester 1, 2022/2023
Tarikh (*Date*)	:	8 Februari 2023/ 8th February 2023
Masa (*Time*)	:	9.00 - 11.00 pagi/am
Tempat (*Venue*)	:	eLEAP
Jangkamasa (*Duration*)	:	2 jam / *2 hours*
Pensyarah (*Lecturer*)	:	Assoc. Prof. Ts Dr Hjh Dayang NurFatimah Awang Iskandar

Arahan:
(*Instruction*)
1. Baca soalan dengan teliti sebelum menjawab.
   (*Read the questions carefully before answering*)
2. Tulis jawapan hanya di dalam kertas jawapan yang disediakan menggunakan pen sahaja.
   (*Write your answers in ink only*).
3 Dilarang bercakap atau menganggu calon-calon di dalam jangkamasa peperiksaan.
   (*Do not talk or disturb other candidates during the examination*).
4. Calon tidak dibenarkan meninggalkan bilik peperiksaan dalam masa 30 minit pertama dan 15 minit terakhir.
   (*Candidates are not allowed to leave the examination hall during the first 30 minutes and the last 15 minutes of the examination*).
5. Calon dikehendaki mematuhi ETIKA AKADEMIK seperti yang tertera dalam perkara 12 Peraturan Akademik Ijazah Sarjana Muda, UNIMAS.
   (*Candidates are required to comply with the Etika Akademik as stated in Clause 12 of Peraturan Akademik Ijazah Sarjana Muda, UNIMAS.*

Kertas peperiksaan ini mengandungi **DUA (2) halaman bercetak** (tidak termasuk halaman. kulit).
This examination paper consists of **TWO (2) printed pages** *(excluding the cover page).*

Unit Peperiksaan,
Fakulti Sains Komputer & Teknologi Maklumat

SECTION A : **STRUCTURED QUESTIONS (40 MARKS)**

INSTRUCTION : Answer ALL of the questions.

1. Discuss the use of multimedia for the purpose of the E-Commerce.

   [10 marks]

2. Interactive multimedia is common today and can be implemented in a wide variety of platforms and applications. Evaluate and discuss **TWO (2)** positive aspects and **TWO (2)** negative aspects of augmented reality. [10 marks]

3. A company named AppsIT Sdn Bhd is hiring an Android application developer:

   (a) What are the **TWO (2)** programming languages that an Android application developer must master? [2 marks]

   (b) Let say you are the candidate Android application developer and you was asked to differentiate the three common use cases for using an `Intent` in "UNIMAS Now" mobile application. What are your suggestions? [6 marks]

4. Suppose you have to build a language learning app which allows the user to expand their vocabulary in a given language by showing them a word (or multiple words) every day until they have the word memorized. Suggest **FOUR (4)** main functions needed for the apps. [12 marks]

End of Section A

SECTION B   :   ESSAY QUESTIONS (30 MARKS)

INSTRUCTION   :   Answer ALL of the questions.

1. Describe **FOUR (4)** ways to determine the market value of an android application?

[10 marks]

2. As a multimedia application developer, a company manager approaches you to develop an application that analyses a patient's heart condition that is accessible on both mobile and desktop. Analyse the issues that will occur in related to the following:

    • Fragmentation issues

    • Technological challenges

    • Engaging with commercial partner

    • Legal and Ethical Issues   [10 marks]

3. Datasphere is part of the Fourth Industrial Revolution. Discuss its use in the following domain with a real life example:

    • manufacturing;
    • healthcare;
    • financial services; and   [10 marks]
    • media and entertainment.

End of Section B

End of Examination Paper