**1.Define multimedia?**

Multimedia means that computer information can be represented through audio, video, and animation in addition to traditional media.

**2.Advantages/Disadvantages of Multimedia?**

**Advantages of Multimedia**

-  It is very user-friendly. It doesn’t take much energy out of the user, in the sense that you can sit and watch the presentation, you can read the text and hear the audio.

-  It is multi sensorial. It uses a lot of the user’s senses while making use of multimedia, for example hearing, seeing and talking.

-  It is integrated and interactive. All the different mediums are integrated through the digitization process. Interactivity is heightened by the possibility of easy feedback.

-  It is flexible. Being digital, this media can easily be changed to fit different situations and audiences.

-   It can be used for a wide variety of audiences, ranging from one person to a whole group.

**Disadvantages of Multimedia**

-  Information overload. Because it is so easy to use, it can contain too much information at once.

-   It takes time to compile. Even though it is flexible, it takes time to put the original draft together.

-   It can be expensive. As mentioned in one of my previous posts, multimedia makes use of a wide range of resources, which can cost you a large amount of money.

-  Too much makes it unpractical. Large files like video and audio has an effect of the time it takes for your presentation to load. Adding too much can mean that you have to use a larger computer to store the files.

**3.Define CD-ROM?**

CD-ROM (Compact Disc, read-only-memory) is an adaptation of the CD that is designed to store computer data in the form of text and graphics

**4.store data on MIDI file?**

MIDI is a file system used mostly for the storage of music files, electronic instruments and files that the computer can turn into music using specialized.

**5.What is an modeling?**

Modelling is about building representations of things in the 'real world' and allowing ideas to be investigated; it is central to all activities in the process for building or creating an artefact of some form or other. In effect, a model is a way of expressing a particular view of an identifiable system of some kind.

**6.Hypermedia?**

Hypermedia, an extension of the term hypertext, is a nonlinear medium of information that includes graphics, audio, video, plain text and hyperlinks. This designation contrasts with the broader term multimedia, which may include non-interactive linear presentations as well as hypermedia.

**7.What is digital video?**

Digital video is audio/visual content in a binary format, with information is presented as a sequence of digital data rather than in a continuous signal as analog information is. Information in the natural world, received through the five senses, is analog. That means that it is infinitely variable.

**8.what is animation?**

Animation is a method of photographing successive drawings, models, or even puppets, to create an illusion of movement in a sequence.

**9.What is project planning?**

Project planning is a discipline addressing how to complete a project in a certain timeframe, usually with defined stages and designated resources.

**10.Four stages of multimedia project?**

**Following are the basic stages of multimedia project development.**

* Project conceptualization.
* Planning and Costing.
* Design and Production.
* Testing.
* Delivery.

The process can be broken down into three main areas: **pre-production, production, and post-production**.

**11. what is communication devices?**

A communications device is any type of hardware capable of transmitting data, instructions, and information between a sending device and a receiving device.

**12. What is a OCR software?**

Simple optical character recognition software  
  
The OCR software uses pattern-matching algorithms to compare text images, character by character, to its internal database. If the system matches the text word by word, it is called optical word recognition.

**13. Mention any two movie making tools in multimedia?**

* Music sequencing and notation.
* Digital audio.
* Graphics and image editing.
* Video editing.
* Animation.
* Multimedia authoring.

**14. Purpose of NIFF?**

NIFF allows the interchange of music notation data between and among music notation editing and publishing programs and music scanning programs.

**15. Multimedia project?**

A multimedia project is a classic software project which is developed using multimedia technology with the specific aim of distributing information in an entertaining and compelling manner. Multimedia projects require creativity, artistic as well as programming skills.

**16. Computer animation?**

Animation means giving life to any object in computer graphics. It has the power of injecting energy and emotions into the most seemingly inanimate objects.

**17. What is MPEG?**

MPEG was developed by the working group formed by IEC and ISO, which is also known as moving picture experts group.

**JPEG?**

JPEG is a commonly used method of lossy compression for digital images, particularly for those images produced by digital photography.

**18.What is WWW explain?**

The World Wide Web—commonly referred to as WWW, W3, or the Web—is an interconnected system of public webpages accessible through the Internet. The Web is not the same as the Internet: the Web is one of many applications built on top of the Internet.

**19.What is WWW and Internet?**

The world wide web, or web for short, are the pages you see when you're at a device and you're online. But the internet is the network of connected computers that the web works on, as well as what emails and files travel across. Think of the internet as the roads that connect towns and cities together.

**20.What is digital radio?**

Digital radio is the transmission and reception of sound processed into patterns of numbers, or "digits" – hence the term "digital radio." In contrast, traditional analog radios process sounds into patterns of electrical signals that resemble sound waves.

**21.what is analog radio?**

In simple terms, analog radios use frequency modulation (FM) to encode a voice signal within a carrier wave. Your voice changes, or modulates, the frequency of the wave.

**22.What is IDEA in data analytics?**

IDEA® is a powerful and user-friendly data analysis tool designed to help auditors, accountants and other finance professionals perform data analysis quickly to help improve audits and identify control breakdowns.

**[23.What is Copyright?](https://www.copyright.gov/what-is-copyright/)**

Copyright is a type of intellectual property that protects original works of authorship as soon as an author fixes the work in a tangible form of expression.

**24.Why are images important in multimedia?**

They are useful for conveying concepts and information, and they can help improve comprehension by reinforcing information provided in text. But images and media attract and engage our attention.

**25.What is the work of interface designer?**

A UI Designer — or User Interface Designer — designs all the screens through which a user will move while using a website, app, or video game, while also creating the visual design elements that make this movement possible.

**26.list the elements of multimedia?**

There are five basic elements of multimedia: text, images, audio, video and animation.

**27.What is the example of hypermedia?**

What are hypermedia examples? One classic example of hypermedia is the World Wide Web, which allows users to access multiple web locations. Another example is Microsoft Office, which allows clients to embed hypertext and hyperlinks into documents.

**28.What is authoring in multimedia?**

Multimedia authoring is the process of creating an interactive , multimedia application that can be delivered using a variety of mediums, e.g. through web pages, DVDs or mobile apps. Multimedia authors generally use several techniques simultaneously to relay information.

**29.What is output device in multimedia?**

Most common output devices are monitors, printers, speakers and LCD Projectors. Audio devices Amplifiers and Speakers. Projectors. Monitors. Printers.

**30.What is input device in multimedia?**

An input device is a piece of computer equipment such as a keyboard which enables you to put information into a computer. [computing] The officers use stylus pen-based input devices to write on touch-sensitive screens. Collins COBUILD Advanced Learner's Dictionary.