MEETING 5 ENGLISH FOR INFORMATICS 1 BY ATIQAH NURUL ASRI (ATQ)

Module Unit 3, page 28-31

The Topics:

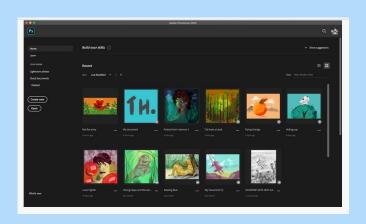
- Describing Toolbox from a Graphics Package and Multimedia Equipment
- Reading and Understanding Texts about MP3 and Video Games

Learning Objectives:

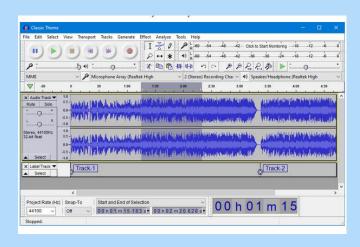
- Describing Toolbox from a Graphics Package and Multimedia Equipment
- 2. Reading and Understanding Texts about MP3 and Video Games

What multimedia related software are you familiar with?

Why do you use it? What do you do with it?

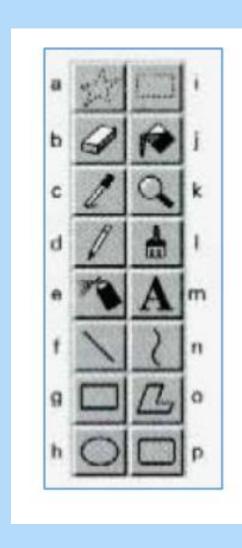






Topic 1: Describing Toolbox from a Graphics Package and Multimedia Equipment

Look at this toolbox.



Find the icons which represent these features (Exercise 1).

- 1. Text
- 2. Eraser
- 3. Polygon
- 4. Rectangle
- 5. Air brush
- 6. Select
- 7. Color fill
- 8. Curve

Multimedia equipment

Match the photos with the multimedia equipment in the box.

Headphones	Microphone	Projector	Speakers
Virtual reality goggles	Webcam	Video camera	

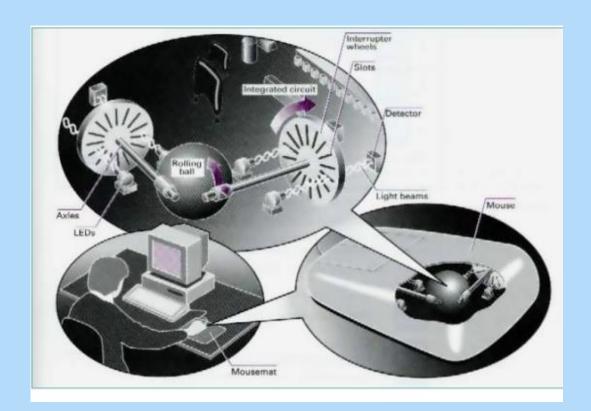




Exercise 2

Additional Material (Exercise 1, page 1)

Study the diagram of the Mouse below:



Complete the sentences below:

- 1. Move the mouse to the left and the cursor moves to the _____.
- 2. The mouse contains a rolling
- 3. There are _____ axles inside the mouse and two interrupter wheels.
- 4. When you move the mouse, the ball _____.
- 5. The mouse moves over a mouse

Check your answer here:

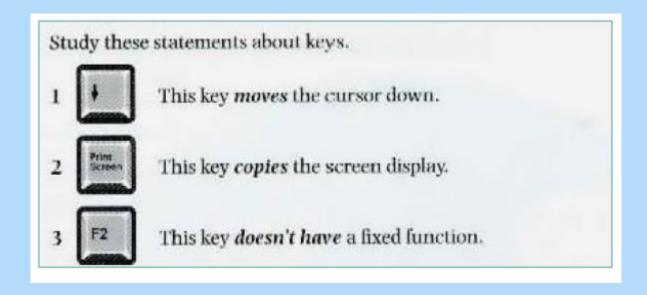
The computer mouse is a hand-operated device that lets you control more easily the location of the pointer on your screen. You can make selections and choices with the mouse button.

The mouse contains a rubber-coated ball that rests on the surface of your working area or a mousemat. When the mouse is moved over that surface, the ball rolls.

The ball's movements up and down, and left and right, turn the two axies inside the mouse. As they turn, detectors register the changing position. A small integrated circuit inside the mouse sends signals to the operating system, which instructs it to move the pointer on your screen.

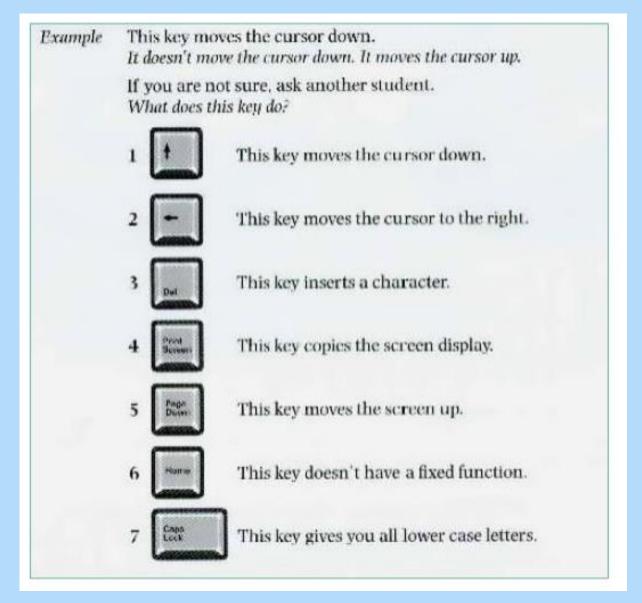
Additional Material, Exercise 2 page 2

Study the following. Remember about Simple Present you have learned in Unit 1.



Then look at the statements (1-7) and correct the ones

which are wrong.



Topic 2: Reading and Understanding Texts about MP3 and Video Games

MP3

Read the following text (Exercise 3):

Understanding MP3

The name comes from MPEG (pronounced EM-peg), which stands for the Motion Picture Experts Group. MPEG develops standards for audio and video compression. MP3 is actually MPEG Audio Layer 3.

MP3 competes with another audio file format called WAV. The key difference is that MP3 files are much smaller than WAV files. An MP3 file can store a minute of sound per megabyte, while a WAV file needs 11 or 12 megabytes to hold the same amount. How does MP3 achieve this compression? CDs and audio files don't reproduce every sound of a performance. Instead, they sample the performance and store a discrete code for each sampled note. A CD or WAV file may sample a song 44, 000 times a second, creating a huge mass of information.

By stripping out sounds most people can't hear, MP3 significantly reduces the information stored. For instance, most people can't hear notes above a frequency of 16kHz, so it eliminates them from the mix. Similarly,

It eliminates quiet sounds masked by noise at the same frequency. The result is a file that sounds very similar to a CD, but which is much smaller. An MP3 file can contain spoken word performances, such as radio shows or audio books, as well as music. It can provide information about itself in a coded block called a tag. The tag may include the performer's name, a graphic such as an album cover, the song's lyrics, the musical genre, and a URL for more details.

Answer the following questions:

- 1. What does MP3 stand for?
- 2. What is the difference between MP3 and WAV files?
- 3. What kind of sound does MP3 strip out?
- 4. What kind of information is included in the tag?

VIDEO GAMES

Exercise 4: Complete the text with the words in the box.

graphics video games multi player consoles interactive

There are games you play on video (1) such as Nintendo, Sega, and the PlayStation.			
Moreover, there are games you play on a computer, either alone or at multiplayer online sites			
such as Microsoft's Internet Gaming Zone and Battle.net.			
(2) have been made into films, such as Mortal Kombat 1 and 2, and film stars now			
sometimes appear in video games. The (3) in many games have taken on such a high			
degree of realism that they almost seem like film. The X-Files game was practically an (4)			
movie, full of actors from the show and sections of dialog and video. Some people			
claim that the Blade Runner video game was better than the movie – not only were the sets			
incredible but you also got to control the action and the ending.			
(5) online gaming is the next wave in the video game world. It provides a better			
gaming experience, simply because people are more active and more challenging adversaries			
than computers. Thousands of people can play simultaneously all over the world.			

Professional English in Use ICT, p.41