

Course : 0553T / Multimedia System  
Year : 2015

# DELIVERING MULTIMEDIA

## Session 11

# OUTLINE

- Introduction
- Testing
- Delivering on CD-ROM
- Delivering on DVD
- Delivering on the World Wide Web
- Delivering through an App Store

# Introduction

- Testing will confirm your system requirements which is a description of the minimum platform
- Example Angry Birds Star Wars



Source :

# Introduction

- Angry Birds' system requirement for different platform

| Platform                     | Store                    | Listed Requirements  |
|------------------------------|--------------------------|--|
| Windows desktop              | Angry Birds Online Store | Minimum System Requirements<br>OS: Windows 7/Vista/XP SP3<br>CPU: 1.0 GHz<br>RAM: 512 MB<br>Hard Drive: 60 MB<br>Graphics: Any OpenGL 1.3 compatible device<br>Internet connection required for activation and updates |
| Mac desktop                  | Mac App Store            | Size: 73.9 MB<br>Compatibility: OS X 10.6 or later   |
| Windows Phone 8              | Windows Phone Store      | Download size: 24 MB<br>App requires:<br>Xbox<br>Phone identity<br>Data services<br>HD720P (720×1280)<br>WVGA (480×800)<br>WXGA (768×1280)   |
| iPhone, iPad, and iPod touch | iTunes                   | Size: 42.5 MB<br>Requires iOS 4.3 or later<br>This app is optimized for iPhone 5   |
| Android                      | Google Play              | Size: 44 MB<br>Requires Android 2.3 and up   |

# Testing

**Levels of product development when testing is done and feedback is sought**

Alpha  
Release

Beta  
Release

# TESTING

- Alpha Release
  - Typically for internal circulation only
  - passed among a select group of mock users ( team working on the project)
- Beta Release
  - Sent to wider but still select audience with the same qualification
  - May contain errors, and bugs

# Delivering on CD-ROM

- Preparing for Delivery
  - provide a single program that acts as **an installer** so that end users can easily and automatically set up project or application on their own computers.
- The majority of multimedia projects sold into retail and business channels are delivered on **CD-ROM or DVD**.

# Delivering on CD-ROM

- Compact Disc Standard

## Red Book

- Audio CD Format

## Yellow Book

- CD-ROM

## Green Book

- CD-I ( Interactive)

## Orange Book

- For write-once, read-only (WORM)

## White Book



# Delivering on DVD

- Delivering on DVD (Digital Versatile Discs) :
  - A different (multilayer, high density) manufacturing process
  - Provide 15.9GB of storage on a single disc on a single disc in :
    - Double-Sided,
    - Dual-Layered Format (DVD-18)
  - More Common and readily are :
    - Single Side
    - Single Layered offering 4.37GB of storage (DVD-5)

# Delivering on DVD

- DVD Standards :

DVD-R/  
DVD-RW

DVD+R/  
DVD+RW

DVD-RAM

# Delivering on the WWW

- Delivering on the World Wide Web (WWW)
  - Designing, building, and testing within “web space” throughout the development of the project.
- If own or host the delivery web server :
  - Must have better security control
  - Better integration of the project into internal LAN or Intranet
  - The ability to fine-tune the server’s configuration parameters and specify and install any special software that needed.

# Delivering on the WWW

- If have control of the server :
  - Provide secure commerce services for credit card transactions, encryption and passwords, special databases, and custom CGI programming.
- For multimedia project requiring streaming technologies such as RealAudio or video conferencing, purchase and install the necessary software on the server.

# Delivering on the WWW

- If the project reside at a site hosted by an Internet service provider (ISP) or on a company's own internal intranet :
  - Define the host's limitation and design the project with the limitation.

# Delivering through an APP Store

- Apps are usually available only at store within a device manufacturer's **walled garden**.
- **Jailbreaking** and **rooting** allow owners to install a wide variety of apps.
- Platform / store owner :
  - Apple
  - Microsoft
  - Google
  - Barnes & Noble
  - Amazon Kindle Fire

# Supporting Materials

- <http://cemca.org.in/ckfinder/userfiles/files/Section8.pdf>

# Exercise

- List ten different kinds of content that can be used to develop a multimedia project!
- List the source that can get free content in the public domain!