**Multiple Choice. (100 pts., 50 items, 2 pts each)**

1. A browser is used to view \_\_\_\_\_\_\_\_\_
   1. program code
   2. storyboards
   3. fonts
   4. Web-based pages and documents
   5. videodiscs
2. A collection of programs used to create, broadcast, and receive podcasts.
   1. Broadcasting software
   2. Receiving software
   3. Podcasting software
   4. Recording software
3. A computer that is configured to play multimedia projects, as contrasted with a development system used to create multimedia projects.
   1. Playback system
   2. flash player
   3. vlc player
   4. media player
4. A high-speed serial technology for connecting peripherals to a computer; particularly popular for multimedia peripherals such as digital video.
   1. Firewire
   2. Memory card
   3. Magnetic storage
   4. Flash memory
5. A program used to capture, edit and manipulate video images, add effects, titles, music to create studio-quality video.
   1. Video capture device
   2. Video editing software
   3. Video recording software
   4. Video recorder
6. A project that is shipped or sold to consumers or end users, typically in a box or sleeve or on the Internet, with or without instructions, is\:
   1. a CD-ROM
   2. an authoring tool
   3. a multimedia project
   4. a multimedia title
7. A small piece of software that adds features to or enhances a larger piece of software.
   1. SDK
   2. extension
   3. Plug-in
   4. add on
8. A small removable storage medium used to store data in digital input devices such as cameras and audio recorders; some versions are called memory sticks.
   1. Firewire
   2. Magnetic storage
   3. Memory card
   4. Flash memory
9. A solid-state memory that can be erased and reprogrammed; gets its name because the microchip is organized so that a section of memory cells is erased in a single action or flash.
   1. Flash memory
   2. Memory card
   3. Firewire
   4. Magnetic storage
10. A storage device that encodes data as microscopic magnetized needles on the disk's surface.
    1. Flash memory
    2. Magnetic storage
    3. Firewire
    4. Memory card
11. A storage device that records data by burning microscopic holes in the surface of the disk with a laser.
    1. Flash drive
    2. Solid state storage
    3. Optical storage
    4. Memory card
12. A unit of storage measuring roughly one billion bytes.
    1. Gigabyte
    2. Megabyte
    3. Kilobyte
    4. Terabyte
13. A unit of storage measuring roughly one million bytes.
    1. Megabyte
    2. Terabyte
    3. Kilobyte
    4. Gigabyte
14. A unit of storage measuring roughly one trillion bytes.
    1. Kilobyte
    2. Terabyte
    3. Megabyte
    4. Gigabyte
15. A \_\_\_\_\_ multimedia project allows users to sit back and watch it just as they do a movie or the television.
    1. linear
    2. non-linear
    3. huge
    4. wide
16. A \_\_\_\_\_ program usually allows common elements, such as backgrounds and navigation bars which are common to all cards, to be placed in a background layer and elements which are different on each card to be placed on a foreground layer.
    1. Time-based
    2. Card-based or Page-based
    3. Icon-based, event-driven
    4. Theatrical-based
17. According to one source, in interactive multimedia presentations where you are really involved, the retention rate is as high as\:
    1. 20 percent
    2. 40 percent
    3. 80 percent
    4. 60 percent
    5. 100 percent
18. An audio broadcast that has been converted to an MP3 file or other audio file format for playback in a digital music player or computer.
    1. broadcast
    2. YouTube
    3. Podcast
    4. radio station
19. An expansion device (internal or external) that digitizes full-motion video from a VCR, camera, or other video source.
    1. HDTV
    2. AV card
    3. Video capture device
    4. TV card
20. An external serial bus standard that supports data transfer rates of 480 mbps (480 million bits per second); allows for standardized interface socket.
    1. Parallel bus
    2. Universal Serial Bus
    3. Serial bus
    4. Firewire
21. An \_\_\_\_\_ is a software package which allow developers to write hypertext and multimedia applications by linking together objects such as a paragraph of text, an illustration, graphics or a song.
    1. authoring tool
    2. programming language
    3. scripting tool
    4. office tool
22. Capturing, processing and presentation devices are categorized as \_\_\_\_\_.
    1. analog media devices
    2. digital media devices
    3. general purpose devices
    4. synchronization devices
    5. interaction devices
23. CD and DVD \_\_\_\_\_ are used for reading and making discs.
    1. burners
    2. roms
    3. drives
    4. cases
24. DVD stands for
    1. Digital Versatile Disc
    2. Digital Video Disc
    3. Duplicated Virtual Disc
    4. Density-Variable Disc
    5. Double-View Disc
25. Genealogy software is used to
    1. Study beneath sediments
    2. Organize class reunions
    3. Display family trees
    4. Compute shortest routes for ambulances
    5. Open e-mail
26. HTML and DHTML web pages or sites are generally viewed using a \_\_\_\_\_.
    1. browser
    2. computer
    3. smart phone
    4. desktop
27. In this type of authoring program, events are thought of as cast members and arranged in a theatre-like production or stage which combines these elements regarding time and place.
    1. Time-based
    2. Card-based or Page-based
    3. Icon-based, event-driven
    4. Theatrical-based
28. In \_\_\_\_\_ authoring programs, the elements of the program are organized along a time line. Events may be precisely synchronized by coordinating the time, speed and display length of each one.
    1. Time-based
    2. Card-based or Page-based
    3. Icon-based, event-driven
    4. Theatrical-based
29. LAN stands for:
    1. logical access node
    2. link/asset navigator
    3. local area network
    4. list authoring number
    5. low-angle noise
30. PDA stands for:
    1. primary digital asset
    2. processor digital application
    3. personal digital assistant
    4. practical digital accessory
    5. portable digital armor
31. Programs designed to record audio files.
    1. Mixing software
    2. Editing software
    3. Recording software
    4. Playback software
32. Programs used to create bitmap images; useful in creating original art because they provide the tools used by artists such as brushes and pens.
    1. photo editing software
    2. painting software
    3. Playback systems
    4. image editing software
33. Programs used to create graphic presentations with visual aids, handouts, slides, etc.; or for creating text with graphics, audio, and/or video.
    1. Application software
    2. Animation software
    3. Presentation software
    4. Desktop publishing software
34. Programs used to design and create single web pages or entire web site.
    1. PHP
    2. CS
    3. HTML
    4. Web design software
35. Sources, filters and sinks falls under \_\_\_\_\_.
    1. analog media devices
    2. digital media devices
    3. general purpose devices
    4. synchronization devices
    5. interaction devices
36. Storage devices like CD-ROM, floppy drive, hard drive, network interface, and general-purpose processors are examples of \_\_\_\_\_.
    1. analog media devices
    2. digital media devices
    3. general purpose devices
    4. synchronization devices
    5. interaction devices
37. A color profile used in computer monitors, televisions, and similar devices.
    1. NTSC
    2. CMYK
    3. RGB
    4. HSB
38. The "ROM" in "CD-ROM" stands for:
    1. random-order memory
    2. real-object memory
    3. read-only memory
    4. raster-output memory red-orange memory
39. The glass fiber cables that make up much of the physical backbone of the data highway are, in many cases, owned by:
    1. local governments
    2. Howard Johnson
    3. television networks
    4. railroads and pipeline companies
    5. book publishers
40. The software vehicle, the messages, and the content presented on a computer or television screen together make up:
    1. a multimedia projects
    2. a CD-ROM
    3. web sites
    4. a multimedia title
    5. an authoring tool
41. True or false. Probably the weakest feature of PC's in the 80's in context of Multimedia is the bus architecture.
    1. True
    2. False
42. VR stands for:
    1. virtual reality
    2. visual response
    3. video raster
    4. variable rate
    5. valid registry
43. Which of the following allows an end user to control what and when the elements are delivered?
    1. Interactive multimedia
    2. Hypermedia
    3. Multimedia
    4. Authoring tools
44. Which of the following devices enable a user to have a direct control over the multimedia application's behavior?
    1. analog media devices
    2. digital media devices
    3. general purpose devices
    4. synchronization devices
    5. interaction devices
45. Which of the following is displayable on a web page after installation of a browser plug-in?
    1. Windows 7
    2. Adobe Flash
    3. Mozilla
    4. Internet Explorer
    5. Firefox
46. Which of the following is not a technology likely to prevail as a delivery means for interactive multimedia files?
    1. copper wire
    2. glass fiber
    3. radio/cellular
    4. floppy disk
    5. CD-ROM
47. Which of the following refers to any combination of text, graphic art, sound, animation, and video delivered to you by computer or other electronic means?
    1. Interactive multimedia
    2. Hypermedia
    3. Multimedia
    4. Authoring tools
48. Which of the following refers to software tools designed to manage individual multimedia elements and provide user interaction?
    1. Interactive multimedia
    2. Hypermedia
    3. Multimedia
    4. Authoring tools
49. Which one of the following is not/are not typically part of a multimedia specification?
    1. text
    2. odors
    3. sound
    4. video
    5. pictures
50. \_\_\_\_\_\_\_\_ authoring programs are designed around a visual programming approach to sequencing the events in the multimedia application. The developer drags the icons for each event, such as text, graphics, sound and video, to a flow line thus also creating a type of visual flow chart.
    1. Time-based
    2. Card-based or Page-based
    3. Icon-based, event-driven
    4. Theatrical-based