

Answer all question:

1. Multimedia design issues can be summarized into three categories. Name all three and discuss each of it.
2. Content design issues is categories into five different specific content/element issues. Discuss each of it.
3. Describe the multimedia system design process
4. Name two level of description for an application of multimedia. Describe each of it.
5. Explain on the multimedia general distributed system
6. Three multimedia issues are functionality, presentation and multimedia content issues, explain each of it. Use mind map to answer this.
7. Describe on the multimedia development methodology workflow approach (4 criteria).
8. Suggest the solution for problems below in multimedia development:
 - a. Limited bandwidth
 - b. Packet jitter
 - c. Packet loss
9. The performance of multimedia application mainly effected by the distributed computing system. Name some of the advancement that complementary to the distributed computing.
10. List some of the impossible multimedia application to be ran if distributed system is not available?
11. Discuss some of the issues on below key point:
 - a. Functionality
 - b. presentation design
 - c. image resolution
 - d. color & color palettes
 - e. text, titles & fonts
 - f. video & flash
 - g. animation
 - h. audio
 - i. Links & navigation
 - j. Hypertext System
 - k. File size
12. Multimedia system issues in general can be listed into three. Elaborate each of it:
 - a. Quality of Service (QoS)
 - b. Measuring the QoS
 - c. Synchronizing the data
13. Illustrate the architecture of multimedia system in general. Describe each layer in detail
14. Describe the characteristic of the continuous data like audio and video in term of challenge in multimedia network issues
15. How do we classify the multimedia application? Describe the related criteria.
16. Describe MMOG implementation using Ju and Wagner (1997) method. Describe the challenge in MMOG toward application performance.