

Paper Code: BCA 308

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Paper ID: 20308

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Paper: Multimedia & Its Applications

Pre-requisite: Computer Graphics

Aim: To understand the basics of software testing, its need and implications on software development and its overall effect on software quality.

Objectives

- To get the Knowledge about the basics concepts of multimedia and its applications.
- To get the knowledge of its relevance with internet and its future aspects.

INSTRUCTIONS TO PAPER SETTERS:

Maximum Marks: 75

1. Question No. 1 should be compulsory and cover the entire syllabus. This question should have objective or short answer type questions. It should be of 25 marks.
2. Apart from Question No. 1, rest of the paper shall consist of four units as per the syllabus. Every unit should have two questions. However, student may be asked to attempt only 1 question from each unit. Each question should be 12.5 marks

UNIT

Introductory Concepts: Multimedia - Definitions, Basic properties and medium types.(Temporal and non temporal) . Multimedia applications Uses of Multimedia, Introduction to making multimedia - The Stages of project, the requirements to make good multimedia, Multimedia skills and training .
Multimedia-Hardware and Software: Multimedia Hardware - Macintosh and Windows production Platforms, Hardware peripherals - Connections, Memory and storage devices, Media software - Basic tools, making instant multimedia, Multimedia software and Authoring tools, Production Standards. [T1,T2,R1] **[No. of Hrs: 11]**

UNIT-II

Multimedia building blocks Creating & Editing Media elements: Text, image, Sound, animation Analog/ digital video Data Compression: Introduction, Need, Difference of lossless/lossy compression techniques. Brief overview to different compression algorithms concern to text, audio, video and images etc .[T1,T2,R3] **[No. of Hrs: 11]**

UNIT-III

Multimedia and the Internet: History, Internet working, Connections, Internet Services, The World Wide Web, Tools for the WWW - Web Servers, Web Browsers, Web page makers and editors, Plug-Ins and Delivery Vehicles, HTML, Designing for the WWW -Working on the Web, Multimedia Applications - Media Communication, Media Consumption, Media Entertainment, Media games.[T2,R2] **[No. of Hrs: 11]**

UNIT-IV

Multimedia-looking towards Future: Digital Communication and New Media, Interactive Television, Digital Broadcasting, Digital Radio, Multimedia Conferencing, Virtual Reality, Digital Camera. Assembling and delivering a Multimedia project-planning and costing, Designing and Producing, content and talent, Delivering, CD-ROM: The CD family, production process, CD-i – Overview – Media Types Technology.[T2,R2]

Note : A Minimum of 40 Lectures is mandatory for each course.

Syllabus of Bachelor of Computer Applications (BCA), approved by BCA Coordination Committee on 26th July 2011 & Sub-Committee Academic Council held 28th July 2011. W.e.f. academic session 2011-12