NATIONAL OPEN UNIVERSITY OF NIGERIA,
14/16 AHMADU BELLO WAY, VICTORIA ISLAND, LAGOS.
SCHOOL OF SCIENCE AND TECHNOLOGY
SEPTEMBER/OCTOBER 2016 EXAMINATION

COURSE CODE: CIT 735
COURSE TITLE: Application Software Design and Multimedia_
TIME ALLOWED: 3 Hours
INSTRUCTION: Answer any five (5) questions.

1a. Give a brief explanation of the following terms:
:

i. Frame)
ii. Animating) (4 marks each, =12)
iii. Rendering)

1b. Describe the concept of 'persistence of vision' (2 marks)

[Total = 14 marks]

2a. If a model of 540 X 360 resolution has 32 bits per pixel; determine the raw video size of the SCAM video system that transforms at 18 frames/s

(10 marks)

2b. Describe the notion of digitization of video in expert systems. . (4 marks)

[Total = 14 marks]

3a. Identify and describe by means of examples, any two facts to be deduced from the concept of multimedia. (8 marks)

3b. List any two (2) components of **deliverables**. (6 marks)

[Total = 14 marks]

4a. Explain the following delivery strategies using well labelled diagrams:

i. Direct changeover) 5 marks
ii. Parallel running) 5 marks

(Total = 10 marks)

4b. List any 2 components of a basic layout.

(4 marks)

[Total = 14 marks]

5a. State any 3 ways of formatting and delivering messages in multimedia (6 marks)

5b. Give a brief explanation of four (4) essential considerations at the preliminary needs assessment stage.

(8 marks)

[Total = 14 marks]

6a. List any two standards used in video capturing and display. (4 marks)

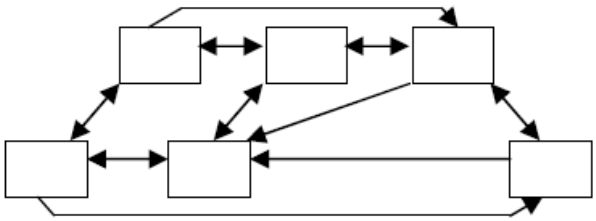
6b. Write on five (5) work models in the user-centered design process. (10 marks)

[Total = 14 marks]

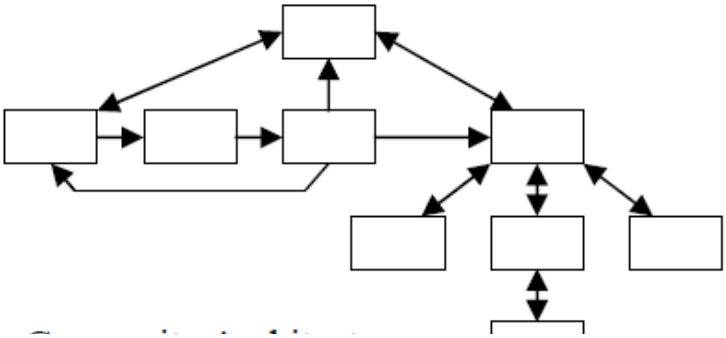
7a. Outline three (3) main hardware requirements for capturing video images (6 marks)

7b. Identify and label the categories of design architecture below:

i.



ii..



(4 marks each, =8 marks)

[Total = 14 marks]