



**NATIONAL OPEN UNIVERSITY OF NIGERIA,
PLOT 91 CADASTRAL ZONE, NNAMDI AZIKIWE EXPRESSWAY,
JABI – ABUJA
FACULTY OF SCIENCES
JULY 2017 EXAMINATION**

COURSE CODE: CIT 735

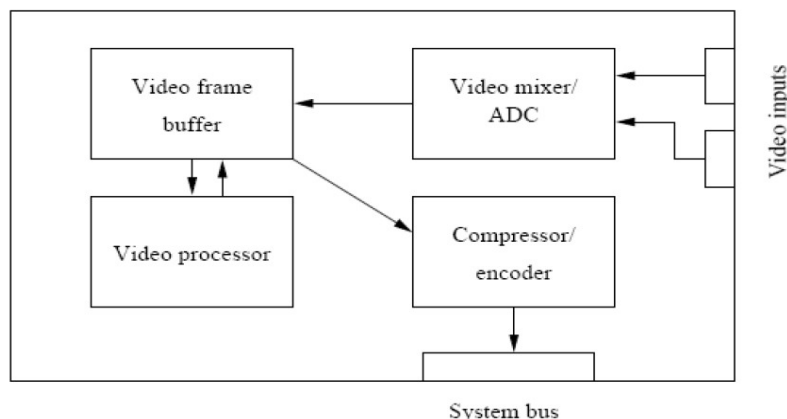
COURSE CREDIT: 3

COURSE TITLE: APPLICATION SOFTWARE DESIGN AND MULTIMEDIA

TIME ALLOWED: 3 Hours

INSTRUCTION: Answer question 1 and any other four (4) questions

1. Given the fact that you are a proficient Student who has effectively completed the course on Application Software Design and Multimedia, you are required to answer the following questions:
 - 1a. Explain the process of transferring video recording from a camcorder to a desktop computer. (6 marks)
 - 1b. What criteria would you adopt to ensure that your multimedia presentation is legible? (2 marks)
 - 1c. State any four (4) tips you would adhere to while maintaining the legibility of the multimedia presentation. (4 marks)
 - 1d. The loop of interaction in Application Software Design and Multimedia encompasses a number of aspects. Name and briefly describe any five (5) of these aspects. (10 marks) **[Total = 22 marks]**
- 2a. E-Learning has been found to be beneficial for facilitating learning in schools and as a brilliant setting for effective corporate training. List and explain five good reasons to support this statement. (10 marks)
- 2b. What is the rationale for Multimedia Learning? (2 marks) **[Total = 12 marks]**
3. Carefully, go through the figure provided and answer the questions that follow consequently:



- 3a. i. Write down the appropriate title for the figure provided. (1 mark)
 ii. State the key role of the Compressor. (1 mark)
 iii. Write down the purpose of the Video Frame Buffer. (1 mark)
 iv. State the key role Video Input. (1 mark)
 v. What is the function of the Video Processor? (1 mark)
 vi. State the key role Video Input Mixer. (1 mark)
- 3b. Explain the concept of 'Digitization of Video'. (4 marks)
- 3c. In the event that a scam video system transmits at 25 frames/s, and if a sample is taken at 360 x 240 resolutions at 16 bits per pixel, determine the raw video size.
 (2 marks) **[Total = 12 marks]**
- 4a. In clear terms, outline how to accomplish the rollover effect in DHTML. (7 marks)
 4b. Give the full meaning of the acronym DHTML. (1 mark)
- 4c. Typically, online collaboration is based on four key principles. State these principles.
 (4 marks)
[Total = 12 marks]
- 5a. The Graphical User Interface (GUI) is generally designed for the precise requirements of a vertical market. Write down five (5) classic forms of GUIs. (5 marks)
 5b. State the two (2) critical points that must be considered in the course of designing a user interface. (4 marks)
 5c. Give a brief description of the concept of 'Zooming User Interface'. (3 marks)
- [Total = 12 marks]**
- 6a. . Within the context of User-centred design, write short notes on the following:
 i. Audience (2 mark)
 ii. Body storming (2 mark)
 iii. Context. (2 mark)
 iv. Focus group (2 mark)
 v. Rhetorical situation. (2 mark)
- 6b. Solve for the dimension of a video, having a scam video system transmitting at 44 frames/s, and if a sample is taken at 520 x 310 resolutions at 32 bits per pixel,
 . (2 marks)
- [Total = 12 marks]**
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