1. In your own words, what defines multimedia, and what are its key characteristics?
2. Can you clearly distinguish between linear and non-linear multimedia experiences, providing a real-world example of each?
3. Describe at least three significant ways the user interface in multimedia applications has evolved over time. What factors drove these changes?
4. Illustrate five diverse applications of multimedia across different fields, highlighting the specific benefits it offers in each case.
5. Compare and contrast three different input devices commonly used in multimedia creation or interaction, focusing on their strengths and weaknesses.
6. Similarly, compare and contrast three different output devices used in multimedia, considering their suitability for various purposes.
7. In the context of software design for a multimedia project, what is the purpose of a "Product Overview" document?
8. What considerations are typically included in the "Treatment" phase of multimedia software design?
9. Outline the key elements that would be found within the "Specification" document for a multimedia application.
10. Explain the role of a storyboard and navigation flow in the design process of a non-linear multimedia project.
11. Describe three distinct types of layouts commonly used in multimedia interfaces, and when might each be most appropriate?
12. Why is usability testing a crucial step in the development of a multimedia product, and what are some common methods employed?
13. How can JavaScript be utilized in conjunction with the HTML5 Canvas element to create interactive multimedia experiences?
14. Explain the concept of "sprites" in multimedia development and why they are often used in animation and games.
15. Describe three fundamental drawing techniques or concepts relevant to creating visuals within a multimedia application.
16. What are "transitions" in multimedia, and why are they important for user experience? Provide an example of an effective and an ineffective transition.
17. Explain the concept of "origin" in the context of transformations (e.g., scaling, rotation) applied to multimedia elements.
18. What are "event handlers" in interactive multimedia, and can you provide a simple example of how they might be used with JavaScript?
19. Discuss three key reasons why JSON has become a popular format for data exchange in multimedia applications.
20. Provide a comparative analysis of the GIF, JPEG, and PNG image formats, highlighting their strengths, weaknesses, and typical use cases in multimedia.