

2025

## INTRODUCTION TO MULTIMEDIA DESIGN

Full Marks: 100

Time: Three hours

*The figures in the margin indicate full marks for the questions.*

Answer **Question No. 1** and *any four* from the rest.

1. A) Fill in the blanks: (10x1 = 10)

- i. Accuracy is the component of the dimension \_\_\_\_\_.
- ii. When something takes time to load, feedback from the system is shown through \_\_\_\_\_ indicators.
- iii. Instant Photo Booths are examples of \_\_\_\_\_ products.
- iv. Feasibility study is also known as \_\_\_\_\_.
- v. Creativity, organization and communication are called \_\_\_\_\_ requirements.
- vi. \_\_\_\_\_ authoring tools are beneficial for non-technical multimedia creators.
- vii. To produce good multimedia, one requires diverse skills called multimedia \_\_\_\_\_.
- viii. The first process during the Planning and Costing stage is \_\_\_\_\_.
- ix. All multimedia proposals should include the target \_\_\_\_\_ and target \_\_\_\_\_.
- x. The full form of GUI is \_\_\_\_\_.

B) State True or False: (1 x 10 = 10)

- i. Characteristics of Database Products are similar to Reference Products.
- ii. Educational Lectures are examples of Briefing Products.
- iii. An estimated budget is the final budget.
- iv. In a composite navigational structure, user can navigate freely through the content.
- v. In Design, busy screen refers to too much stuff on a single page/slide.
- vi. Designing is the phase when your multimedia project is actually rendered.
- vii. If you take an aerial video with a helicopter instead of a drone, the content will have high production value.
- viii. Materials in the public domain can be used without a license.
- ix. During the Testing stage, testing the project once is sufficient for it to be released.
- x. Delivering on CD/DVD and delivering on the World Wide Web are the same.

P.T.O.

2. A) How is multimedia applied in the Creative Industries? (5)  
B) Explain the significance of the dimension 'Aesthetics' in multimedia. (5)  
C) State the different multimedia product categories. Explain any one of them. (6+4=10)
3. A) What are the stages of a multimedia project? (4)  
B) Name ten different things one can create with an authoring tool? (10)  
C) Describe briefly the different types of authoring tools with examples. (6)
4. A) How is an *Instructional Designer* different from an *Information Designer*? (5+5=10)  
B) What is the importance of prototype development? Why is it necessary? (5)  
C) What is a milestone? Why is scheduling important for projects? (5)
5. A) Why are *client sign-offs* important? How is a *change order* connected to it? (4+4=8)  
B) Describe Depth Structure and Surface Structure with diagrams. (5+5+2 = 12)
6. A) How can you keep your multimedia project files organized and easily trackable? (5)  
B) What are some of the ways in which you can acquire content for your project? (5)  
C) Describe what happens during Alpha Testing and Beta Testing. (5+5 = 10)
7. Write short notes on **any four** of the following: (4x5 = 20)  
A) Hot spot.  
B) Version Control  
C) Copyright infringement  
D) Modal Interface.  
E) Golden Master.  
F) Readme.txt

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