

2024

**MULTIMEDIA DESIGN FUNDAMENTALS**

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. Purpose is the component of the dimension \_\_\_\_\_.
- ii. The advanced interactive element used in e-commerce websites is \_\_\_\_\_.
- iii. Electronic forms of scientific surveys are examples of a \_\_\_\_\_ product.
- iv. Education & Training product shares the same characteristics as \_\_\_\_\_.
- v. Well organized files with naming conventions are called \_\_\_\_\_.
- vi. Specialist in education or training are called \_\_\_\_\_ designers.
- vii. Among the list of tasks in a multimedia project, the final task is \_\_\_\_\_.
- viii. A preliminary assessment of the expenses for a project is called budget \_\_\_\_\_.
- ix. The rights to publish a work in a computer-based storage and delivery medium or the web is called \_\_\_\_\_.
- x. Fee needed to be paid for using copyrighted material is called \_\_\_\_\_.

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

- i) The structure of a project's content is taken care by Interface Designers.
- ii) A feasibility study takes place before creating a prototype.
- iii) Client sign-off confirms that client has approved the work.
- iv) The navigational structure realized by users is called depth structure.
- v) Busy screens mean screen takes a long time to load.
- vi) A storyboard is essential for all kinds of multimedia projects.
- vii) The lesser the number of client approval cycles, the better will be the product.
- viii) To use copyrighted material for fair use, you need to take permission.
- ix) Copyleft allows one to use copyrighted material without any restrictions.
- x) Packaging is not very important for delivering a project/product.

P.T.O.

2. A) What are the dimensions of Multimedia? Describe any one with examples. (4+6=10)  
B) What are the multimedia product categories? Describe any one of them. (6+4=10)
3. A) What are the intangibles and tangibles you would require for creating a multimedia project? (3+3=6)  
B) For creating a short animated video, which type of authoring tool would you use and why? (6)  
C) Explain the *Interactivity* and *Delivery* features of an authoring tool. (4+4=8)
4. A) What are the stages of a Multimedia Project? Name them in a correct sequence. (5)  
B) Describe the roles of *Project Manager* and *Instructional Designer*. (5+5=10)  
C) Suppose a client had previously approved a part of your project. Now, the client wants some changes to be made to that part. What should you do to avoid having to pay for the additional work? (5)
5. A) Name a few important skillsets you would require to create a multimedia project. (5)  
B) Describe the fundamental organizing structures used in multimedia projects with appropriate diagrams. (8+2=10)  
C) Create a strategy to track and find your multimedia files easily. (5)
6. A) What are some of the common issues that you may face during production? (5)  
B) Mention a few points to avoid facing copyright infringement. (5)  
C) You need voice over artists whose voice can be used in your Multimedia Project. Devise a plan to find and recruit them. (10)
7. Write short notes on *any four* from the following: (4x5 = 20)  
A) Modal Interface  
B) Version Control  
C) High Production Value  
D) Copyright protection  
E) Change Order  
F) Release Candidate  
G) File Archives

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