



JARAMOGI OGINGA ODINGA UNIVERSITY OF SCIENCE AND TECHNOLOGY
UNIVERSITY EXAMINATION 2014
SEMESTER EXAMINATION FOR DEGREE OF BACHELOR OF EDUCATION: ARTS & SNE
BED YEAR 3, SEMESTER 2
SCHOOL BASED
KISII LEARNING CENTRE

COURSE CODE: SCS 310

TITLE: MULTIMEDIA AND GRAPHICS

DATE:

DURATION: 2 HOURS

INSTRUCTIONS:

1. This paper contains FIVE (5) Questions
2. Candidates are advised not to write on the question paper
3. Answer Question 1 (Compulsory) and ANY other 2 Questions.
4. Write all answers in the booklet provided and hand it to the invigilator while in the examination room.

QUESTION ONE (Compulsory 30 marks)

- a. Define the term multimedia (2 marks)
- b. Explain the five components of multimedia (10 marks)
- c. Differentiate between
 - i. linear and non-linear multimedia categories (4 marks)
 - ii. Hypertext and hypermedia (4 marks)
- d. List three multimedia development software (3 marks)
- e. What are kiosk displays (2 marks)
- f. List three multimedia image formats (4 marks)

QUESTION TWO

- a. Discuss five types of Multimedia Presentations (10 marks)
- b. Name three multimedia input devices (3 marks)
- c. i. What is a multimedia authoring tool (2 marks)
- d. List three components of an authoring tool (3 marks)
- e. Explain a multimedia authoring metaphor (2 marks)

QUESTION THREE

- a. Explain the following multimedia and graphic systems (6 marks)
 - i. Hypertext System
 - ii. Multimedia System
 - iii. Hypermedia System
- b. Explain the use of the following multimedia devices (4 marks)
 - i. Small Computer System Interface (SCSI)
 - ii. Media Control Interface (MCI)
- c. Differentiate the following types of memories (4 marks)
 - i. random access memory and read only memory
 - ii. hardware and software (4 marks)
- d. Write the following acronyms in full (2 marks)

- i. DVD
- ii. CD-ROM Players

QUESTION FOUR

- a. State and Explain five multimedia application areas (10 marks)
- b. Explain multimedia system and list four basic multimedia characteristics (6 marks)
- c. Write in full and explain the following multimedia terms (4 marks)
 - i. USB
 - ii. IDE

QUESTION FIVE

- a. Explain multimedia development then discuss the stages of multimedia development (10 marks)
- b. State three components of a multimedia system giving an example each (6 marks)
- c. Explain two graphic tools uses in multimedia systems (4 marks)
 - Photoshop
 - Adobe Illustrator