



JARAMOGI OGINGA ODINGA UNIVERSITY OF SCIENCE AND TECHNOLOGY
SCHOOL OF INFORMATICS AND INNOVATIVE SYSTEMS
DEPARTMENT OF INFORMATION TECHNOLOGY
UNIVERSITY EXAMINATION FOR THE DEGREE OF BACHELOR OF EDUCATION
(ARTS/SCIENCE SNE) BUSINESS ADMINISTRATION AND SCLM
3RD YEAR 1ST SEMESTER 2018/2019 ACADEMIC YEAR
MAIN, KISUMU, KISII, NAIROBI CAMPUSES

COURSE CODE: SCS 310

COURSE TITLE: MULTIMEDIA AND GRAPHICS

EXAM VENUE:

STREAM:

DATE: December 2018

EXAM SESSION:

TIME: 2.00 HOURS

INSTRUCTIONS

- 1. Answer Question 1 (Compulsory) and ANY other TWO questions**
- 2. Candidates are advised not to write on the question paper**
- 3. Candidates must hand in their answer booklets to the invigilator while in the examination room**

QUESTION ONE [30 MARKS]

- a) What is meant by the terms static media and dynamic media? Give two examples of each type of media **(4mks)**
- b) Discuss the features that have made multimedia applications popular among many people today **(10mks)**
- c) Assuming that you have been tasked by your organization to develop a PowerPoint presentation for training new employees, discuss the guidelines you would follow when using text as an element in the presentation **(10mks)**
- d) Explain THREE challenges that people using multimedia usually encounter **(6mks)**

QUESTION TWO [20 MARKS]

- a) Graphics play an important role in multimedia presentations and is one of the most popular and main elements used in the development of multimedia applications. Discuss giving relevant examples how application of graphics in education has improved teaching and learning in schools. **(12mks)**
- b) Explain the following terms as used in multimedia and graphics
- i. Virtual reality (VR) **(2mks)**
 - ii. Bitmap **(2mks)**
 - iii. Morphing **(2mks)**
 - iv. warping **(2mks)**

QUESTION THREE [20 MARKS]

- a) Angela, a social worker based in Kibera slums is preparing to make a presentation in front of potential donors and volunteers. As a multimedia specialist, advise Angela on the elements she could incorporate in her presentation to gain attention of the audience **(8mks)**
- b) What is meant by the terms multimedia, hypermedia and hypertext? **(6mks)**
- c) What are authoring tools? Explain in brief the card and icon based authoring tools **(6mks)**

QUESTION FOUR [20 MARKS]

- a) Most multimedia and web projects must be undertaken in stages. Discuss the basic stages that are involved in a multimedia project **(10mks)**

- b) Giving examples in each category, discuss the different typefaces that are available for use in developing multimedia applications **(6mks)**
- c) Graphics are important components in any multimedia presentation. Discuss giving advantages the two categories of graphics that can be used by a content developer **(4mks)**

QUESTION FIVE [20 MARKS].

- a) Discuss any two ways in which sound can be used in the development of a multimedia presentation for learners in lower primary schools **(2 mks)**
- b) Discuss giving advantages and disadvantages lossy and lossless compression **(8 mks)**
- c) Using simple illustrations/diagrams describe the principle that makes animation possible **(6 mks)**
- d) Giving relevant examples, discuss any two applications of multimedia and graphics **(4 mks)**

