EDO STATE POLYTECHNIC USEN NIGERIA

TUTORIAL KIT
FIRST SEMESTER

PROGRAMME: COMPUTER
COURSE: COM 416

1. EXPLAIN MULTI-MEDIA IN DETAILS AND ITS CONCEPTS.

Multimedia is the field concerned with the computer controlled integration text graphics drawings. Still and moving images (video), animation audio and any media every type of information can be represented stored, transmitted and processed digitally. A multimedia application is an application which uses a collection of multiple media sources e.g text , graphics, images, sound /audio animation and video

1b. DEFINE HYPERTEXT AND HYPERMEDIA

Hypertext can be defined as a text which contains links to text. Hypertext is therefore usually non line Hypermedia can be defined as media which contain links to other media. Hypermedia is not   constrained to be text base e.g graphics images and especially the continuous media sound and video . Apparently the World Wide Web (www) is the best example of hypermedia application.

2. LIST AND EXPLAIN FOUR TYPES OF MULTIMEDIA
Answer

a. Interactive multimedia
b. Non interactive multimedia
c. Entertainment multimedia
d. Edutainment multimedia

Interactive multimedia, any computer delivered electronic system that allows the user to control, combine and manipulate different types of media, such as text , sound video ,computer graphics and animation. Interactive multimedia integrate computer, memory, storage, digital (binary) ,data , telephone ,television include training program, video games electronics electronic encyclopedia and travel guide . Interactive multimedia shift the user's role from observe to participant and ate considered the next generation of electronic information system.

NON INTERACTIVE MULTIMEDIA: A multimedia application which does not allow the user to interact with the going proceeding , in some way or order example of non interactive are film, tv, books, play. When watching a film on like cinema, a film doesn't just stop by itself, should you in the middle of it decide to walk out of the cinema.

ENTERTAINMENT MULTI-MEDIA: Multi-media is heavily used in the entertainment industry, especially to develop special effect in movies and animation example of entertainment multimedia are all games, multi-media novel and movie multimedia. Multi-media games are a popular pastime and are software program available either as CD-ROMS or online some video games also use multimedia feature. Multimedia application that allows users to actively participate instead of just sitting by a passive recipient of information are called interactive multi-media.

Edutainment is the combination of education with entertainment, especially multimedia entertainment. There also exist content that is primary education but has incidental entertainment value. Finally there is content that is mostly entertain but can be seen to have some education value.

RISKS OF EDUTAINMENT: Some people say the whole idea of edutainment is wrong in principle for it depicts knowledge and learning as something uppleasant that has and be manageable ,it at is not true at all and children can haoe fun learning other risks are the over does of edutainment that is educational part is not notice at all or sust seen as a part of the game ,parent can think that by going their children edutainment products they do with the education of their children of their children, because it is rather complicated making appealing edutainment products people have rely on big companies item, who therefore decide what is worth learning and is not.

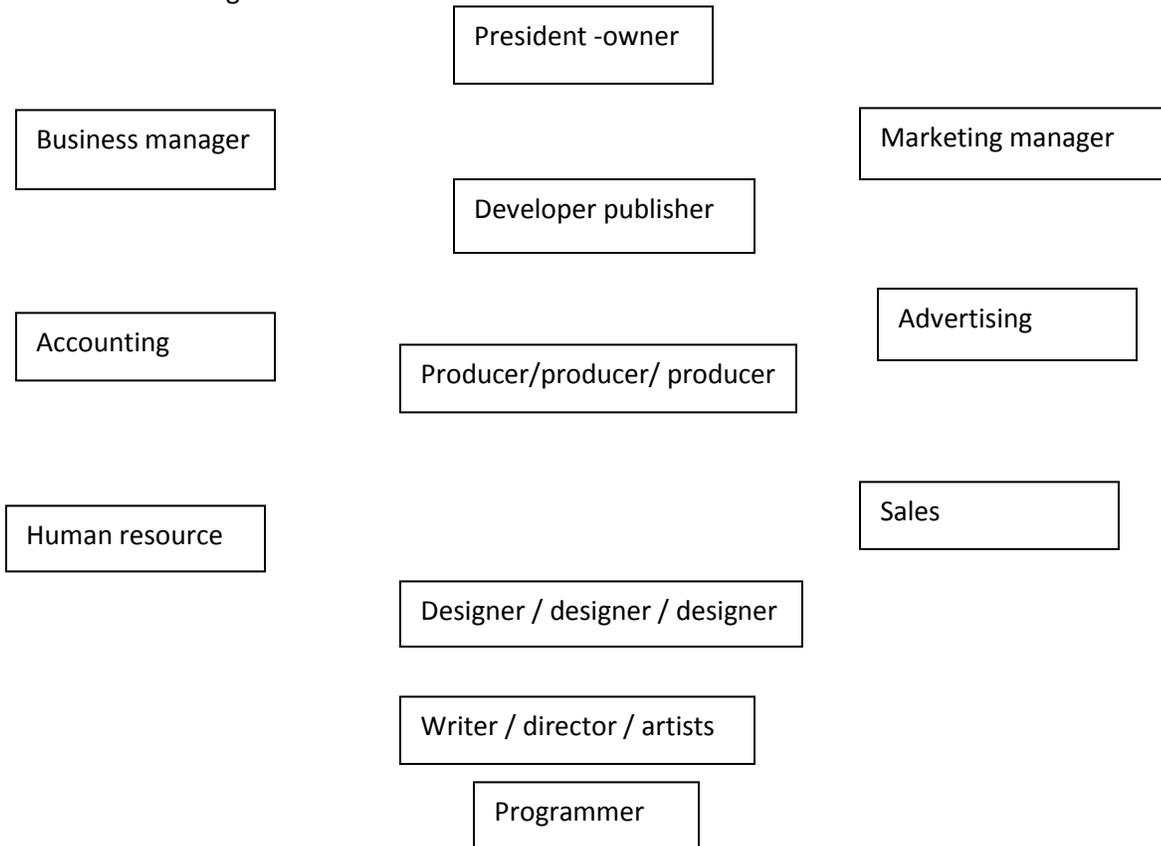2b. What is the major goal of edutainment

<div align="center">Answer</div>

The major goal of edutainment is to provide sure valuable knowledge to the consumer by keeping him or her engaged with entertains material.

3a. REPRESENT IN A DIAGRAM THE MULTI-MEDIA STUDIES ORGANIZATION

Answer

Multi -media studio organization

President -owner

Business manager

Marketing manager

Developer publisher

Accounting

Advertising

Producer/producer/ producer

Human resource

Sales

Designer / designer / designer

Writer / director / artists

Programmer

3b. LIST AND EXPLAIN THE STAGES INVOLVED IN MULTI-MEDIA PRODUCTION

Answers

Multi-media production

The design and development of multi-media application or product involve some stages

1 **PLANNING**

Research, analysis and costing

2 **Designing and producing**

Scripting, storyboarding, construction and programming

3 TESTING

4 **DELIVERING**

1 **PLANNING**: this is the first stage of multimedia production; it is the stage when multimedia idea is conceived. The idea is further developed by outing objecting message.

_ **Research and analysis**: it is necessary to conduct research on the conceived idea to find about new, such as the targeted audience audience; their education, technology skill, needs etc.

_ **Content**: you must gather information on the content and kind of system that will run the multimedia product.

_ **Technology expertise**: you must find the weight of the production you going to do and the skill and expertise you may need to assist in the production. E.g. graphic designer, sound engineer video editor etc.

_ **Budget:** you must estimate the time and financial requirement to enable you accomplish the product.

2 **DESIGNINGPRODUCING:**

_ This stage is where you execute each of the planning activities to the final product.

_ this may involve script writing to decide the entire structure of the multimedia production. All the segment of the production must be arranged in order and sequentially using flowchart.

_ Story boarding can be done to provide a detail plan of what the designer has created. At point you have to indicate which element will go here and there and at what time. This where the visualization of the production is conceptualized.

_ After the story board, construction can take place where a prototype of the production is made and tested and reviewed. After this the graphic designer can be given specific details to create graphics and other media elements.

_ After all the above, the programmer assembles them into a final production using any convenient multimedia authoring application program.

3 TESTING

It is very important to have a test plan to test the multimedia production before publishing it or summiting it to the client

4 DELIEVERING

_ After testing and correcting all errors, the remain product can be package and published or delivered to the end user. Doing this may include implementation maintenance, shipping, marketing etc.

4 Explain fully the anatomy of a web

Answer

ANATOMY OF A WEB PAGE

A good web design has a number of common feature which make website easier and more enjoyable to use knowing what these ate, will help you understand why you love some sites and hate others.

Size and layout of a web page (page format)

a. Page header
b. Main navigation
c. Secondary navigation
d. Page title
e. Bread crumb trail
f. Hero image
g. Content width
h. Page roots

1. **Page header**: the area at the top of the page is usually referred to as the page header on a typical page such as Microsoft or Ebay, this area is between 100 and 50 pixels high, and feature the company logo, shape line and main navigation. This is the first thing that your visitor will see, and will be a common thing throughout your site.
2. **Main navigation**: is usually a horizontal row of 5-8 page links, which are either at the top of the site structure, or are the most important page on the web site. These are very visible and obvious, and are often hi9ghlighted when the visitor is in that section of the site the first item is usually a link back to the home page with more than 8 main navigation links, a website can lost clustered.
3. Secondary navigation refers to page below the top level of the website, the second tiers of the site structure unlike the main navigation, the second navigation changes depending on which area of the site the visitor is browsing. Secondary navigation is usually either place directly under the main navigation or the left side of the screen. When place on the left side of the screen, secondary

navigation allows tertiary navigation to be displayed as well. Tertiary (third tier) navigation is a useful navigational aid larger site.

4. **Page title**: then title of your page is crucial to attract a visitors interest. Studies have found that the vast majority of visitor will look at a web page for less than 30 seconds, so your page need a snapping title draw them in the page title should use the HTML Hitag because it has special significance to searching indexing your page.

5. **Bread Crumb Trial**: a useful navigation aid, the bread crumb trial is usually place just below the page header and show at a glance where the visitor is located in the site structure, e.g. home > resources> anatomy of a web page. The bread crumb begins at the home page and each link except the last should be click able to take the up to that section.

6. **Hero Image:** this refers to a large image at the top of the page content that grabs the visitor attention. Its use should restricted to key page such as the home page, in order to maximize the effect.

7. **Content Width:** an important consideration for read