

Short-answer questions

Complete

- either Section A: Introduction to Multimedia Authoring
- or Section B: Introduction to Multimedia Scripting.

There are three short-answer questions in each section.

Answer all questions in the section you choose.

Each question is answered by typing a response into the answer field which will automatically load to your screen.

All the text you enter will be saved.

You can review and change your answer at any time.

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EITHER

SECTION A — Introduction to Multimedia Authoring

You have been asked to develop a multimedia product that teaches children about our environment. This product would be used over a number of lessons.

Question 1

Describe two specific features the product would have, if developed as a **passive** multimedia product.

2 marks



Click the 'NEXT' button to continue this task.

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SECTION A — Introduction to Multimedia Authoring continued

Question 2

Describe two specific features the product would have, if developed as an **interactive** multimedia product.

2 marks



Click the 'NEXT' button to continue this task.

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SECTION A — Introduction to Multimedia Authoring continued

Question 3

Describe two specific features the product would have, if developed as an **adaptive** multimedia product.

2 marks

End Part 3, Section A.

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OR

SECTION B — Introduction to Multimedia Scripting

Question 1

Describe what is meant by the term *event based scripting* and give an example.

2 marks



Click the 'NEXT' button to continue this task.

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SECTION B — Introduction to Multimedia Scripting continued

Question 2

Good documentation techniques are important when scripting multimedia. Describe two ways that good documentation techniques improve efficiency in scripting.

2 marks



Click the 'NEXT' button to continue this task.

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SECTION B — Introduction to Multimedia Scripting continued

Question 3

Consider the following algorithm:

```
Dowhile  $x < 10$   
  Beep  
  Set  $x = x + 1$   
Enddo
```

- a. What does the algorithm do if the value of x is 8?

1 mark

- b. What does the algorithm do if the value of x is 10?

1 mark

End Part 3, Section B.

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