



**NAMIBIA UNIVERSITY
OF SCIENCE AND TECHNOLOGY**

FACULTY OF COMPUTING AND INFORMATICS

DEPARTMENT OF INFORMATICS, JOURNALISM AND MEDIA TECHNOLOGY

QUALIFICATION: Bachelor of Informatics : Bachelor of Entrepreneurship	
QUALIFICATION CODE: 07BAIF : 07BENT	COURSE LEVEL: NQF LEVEL 7
COURSE: Multimedia Applications	COURSE CODE: MMA710S
DATE: July 2022	SESSION: 2
DURATION: 2 Hours	MARKS: 70

SECOND OPPORTUNITY/SUPPLEMENTARY EXAMINATION QUESTION PAPER	
EXAMINER(S):	Mr Johnson Billawer
MODERATOR (S):	Dr Victoria Hasheela-Mufeti

**THIS EXAMINATION PAPER CONSISTS OF 4 PAGES
(INCLUDING THIS FRONT PAGE)**

Instructions for the students

- 1. Write all your answers in the answer booklet provided.**
- 2. Answer ALL questions.**
- 3. Marks/scores per question are given in [].**
- 4. Do not use or bring into the examination venue books, mobile devices and other material that may provide you with unfair advantage. Should you be in possession of one right now, draw the attention of the examination officer or invigilator.**
- 5. The use of calculators in this course is allowed.**
- 6. MUST examination rules and regulations apply.**

QUESTION 1:**[10 Marks]**

- a) When can multimedia be identified as Non-Linear? Give two examples of non-linear multimedia application. (4)
- b) Which character set was introduced to overcome the limitations experienced with the ASCII character set? (1)
- c) Multimedia projects often require a large amount of digital memory. Name any three methods you will use to deliver multimedia content to a client? (2)
- d) Explain any three (3) of advantages of multimedia applications. (3)

QUESTION 2:**[25 Marks]**

- a) There are several established colour models used in computer graphics. Answer the following questions.
- i) Differentiate between HSL and RGB colour models. (6)
- ii) Why is the CMYK colour model called a subtractive model? (2)
- b) Assume you are called for an interview for a Graphic Designer position. How will you address the following questions?
- i) What typical roles do you think you will perform as a Graphic Designer? (2)
- ii) Differentiate between bitmap and vector images from the creation of the images, the file size, downloading time and applications. (8)
- ii) Why is the different image file formats important to you as a Graphic Designer? (3)
- iii) Explain the trade-off between compression and image quality. (4)

QUESTION 3**[14 Marks]**

- a) Assume you are a multimedia developer engage in a multimedia project.
- i) Discuss critical aspects with regard to designing text for multimedia. (10)
- ii) Compare and contrast bit-map and True Type fonts. (4)

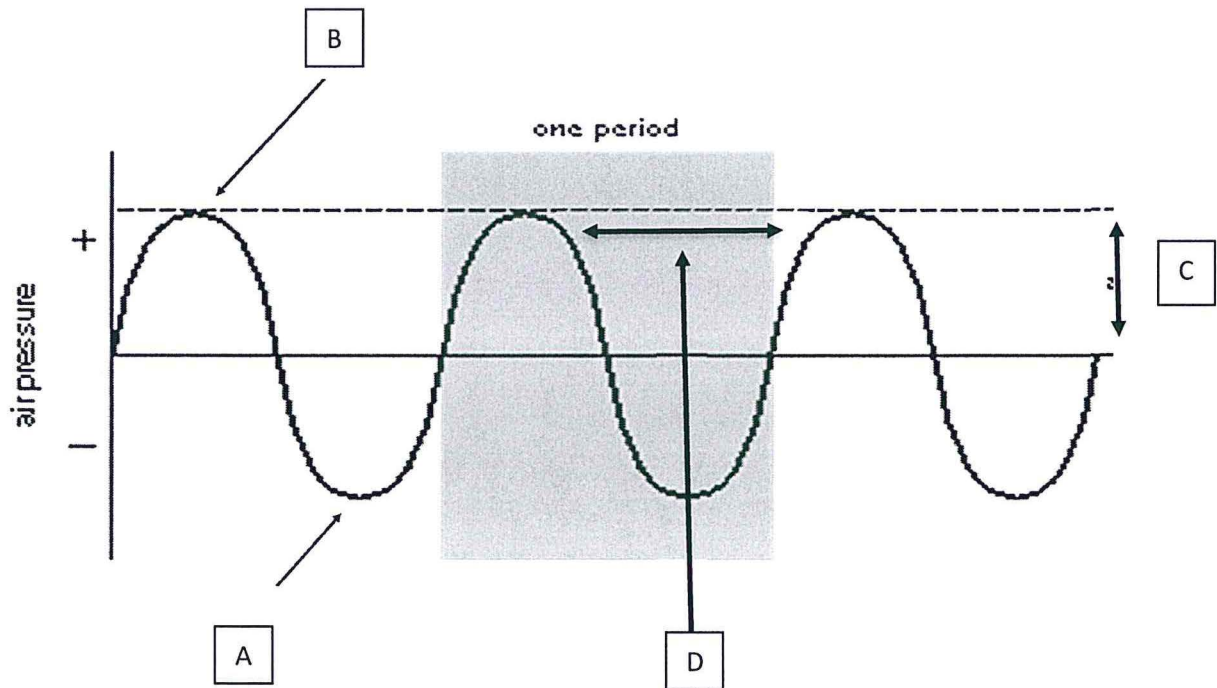
Question 4

[25 Marks]

a) Answer the following questions relating to sound in multimedia content development.

i) Assume you are working on an audio file and you want to apply volume effects and play sound backwards. Which two editing techniques will you use to perform these? (2)

ii) Analyse the diagram below. Identify and explain the properties of the soundwave. (8)



b) Assume that you produced your own sound recordings.

i) How will you ensure that your creative work is protected? (1)

ii) State the exclusive rights you will have over your creative work. (3)

iii) State two places where you can register your creative work in Namibia? (2)

c) Illustrate by drawing the following sound wave forms. (3)

i) Loud sound

ii) Soft to low sound

iii) Which authoring tools did you use to manipulate images and creating a sound clip for your Multimedia project? (2)

d) When producing multimedia products, it is important to understand Intellectual Property and Copyright issues as well the fair use of copyrighted materials. Refer to the following two scenarios and justify whether it is fair use or not.

i) A teacher or student prepares and gives a presentation that displays photographs. Permission was not obtained to use the photographs. Can the photographs be included in the initial presentation, if it is in a traditional classroom? (2)

ii) The copying of music tracks to CDs without permission and sell it to gain an income. (2)

THE END

