

Chapter 14: Introduction to Multimedia

Q1. Which of the following describes Multimedia?

- A) Only the use of audio with no other elements
- B) Only the use of static images
- C) The combined use of text, images, audio, video and animation to convey information
- D) Only the use of plain text

Answer: C) The combined use of text, images, audio, video and animation to convey information

Q2. Which of the following describes the 'Hardware requirement for multimedia computer'?

- A) Only a basic keyboard and mouse are required
- B) Adequate processor, RAM, graphics capability, sound card and storage suited for handling rich media
- C) No specific hardware requirements exist for multimedia
- D) Only a printer is required for multimedia

Answer: B) Adequate processor, RAM, graphics capability, sound card and storage suited for handling rich media

Q3. Which of the following describes 'Textual information' as a component of multimedia?

- A) Written content used to convey information within a multimedia presentation
- B) Only video is considered textual information
- C) Only audio is considered textual information
- D) Only images are considered textual information

Answer: A) Written content used to convey information within a multimedia presentation

Q4. Which of the following is a type of image format commonly used in multimedia, known for supporting transparency?

- A) DOCX is a document format
- B) PNG
- C) MP4 is a video format

D) MP3 is an audio format

Answer: B) PNG

Q5. Which of the following is a type of image format commonly used for photographs due to good compression?

- A) MP4 is a video format
- B) MP3 is an audio format
- C) JPEG/JPG
- D) DOCX is a document format

Answer: C) JPEG/JPG

Q6. Which of the following describes 'Animation' as a multimedia component?

- A) An audio recording with no visual element
- B) A single static image
- C) A written document with no visual element
- D) A sequence of images displayed in quick succession to create the illusion of movement

Answer: D) A sequence of images displayed in quick succession to create the illusion of movement

Q7. Which of the following describes 'Digital Audio' as a multimedia component?

- A) Only physical vinyl records
- B) Only written musical notation
- C) Sound represented and stored in digital format for use in multimedia applications
- D) Only live, unrecorded sound

Answer: C) Sound represented and stored in digital format for use in multimedia applications

Q8. Which of the following is a common digital audio file format?

- A) DOCX is a document format
- B) MP3
- C) JPEG is an image format
- D) MP4 is primarily a video format container

Answer: B) MP3

Q9. Which of the following describes 'Digital Video' as a multimedia component?

- A) Only a single static image
- B) Only written text with no visual element
- C) Moving visual images represented and stored in digital format
- D) Only an audio recording with no visual element

Answer: C) Moving visual images represented and stored in digital format

Q10. Which of the following is a common digital video file format?

- A) DOCX is a document format
- B) JPEG is an image format
- C) MP3 is primarily an audio format
- D) MP4

Answer: D) MP4

Q11. Which of the following describes 'Software for Multimedia'?

- A) Only word processing software
- B) Only database software
- C) Only spreadsheet software
- D) Applications designed to create, edit, or play multimedia content like images, audio, and video

Answer: D) Applications designed to create, edit, or play multimedia content like images, audio, and video

Q12. Which of the following is an application mentioned in the syllabus used for desktop publishing tasks like newsletters and brochures?

- A) MS PowerPoint is a presentation tool, though related, Publisher is specifically named
- B) MS Access is a database tool
- C) MS Excel is a spreadsheet tool
- D) MS-Publisher

Answer: D) MS-Publisher

Q13. Which of the following is a graphics/multimedia application mentioned in the syllabus, associated with drawing and photo editing?

- A) MS Access is a database tool
- B) MS Excel is a spreadsheet tool
- C) Photodraw
- D) MS Word is a word processing tool

Answer: C) Photodraw

Q14. Which of the following describes 'Developing simple applications and presentations using MS-Publisher'?

- A) Creating basic desktop publishing outputs like flyers, cards, or newsletters using the software
- B) Only creating databases using MS-Publisher
- C) Only creating spreadsheets using MS-Publisher
- D) Only browsing the internet using MS-Publisher

Answer: A) Creating basic desktop publishing outputs like flyers, cards, or newsletters using the software

Q15. Which of the following describes the objective of the Introduction to Multimedia module as stated in the syllabus?

- A) To understand only database concepts
- B) To understand only word processing concepts
- C) To understand multimedia concepts and build small applications/presentations using multimedia
- D) To understand only network configuration

Answer: C) To understand multimedia concepts and build small applications/presentations using multimedia

Q16. Which of the following is an example of a multimedia application in everyday use?

- A) A basic calculator app
- B) A simple to-do list app with only text
- C) A video streaming platform combining audio and video
- D) A plain text file with no other media

Answer: C) A video streaming platform combining audio and video

Q17. Which of the following describes the benefit of combining multiple media types in a presentation?

- A) It has no impact on audience engagement
- B) It always makes presentations harder to understand
- C) It is only useful for entertainment, never education
- D) It can make information more engaging and easier to understand through varied sensory input

Answer: D) It can make information more engaging and easier to understand through varied sensory input

Q18. Which of the following best describes 'Images and their types' as a topic under Components of Multimedia?

- A) Only audio formats are relevant to multimedia

- B) Images are not considered a component of multimedia
- C) Only one single image format exists
- D) Different image formats and categories, such as raster and vector images

Answer: D) Different image formats and categories, such as raster and vector images

Q19. Which of the following describes a Raster (bitmap) image?

- A) An image with no visual data at all
- B) An image made up of mathematical paths and shapes only
- C) An audio file mistakenly labeled as an image
- D) An image made up of a grid of individual pixels

Answer: D) An image made up of a grid of individual pixels

Q20. Which of the following describes a Vector image?

- A) An image with no visual data at all
- B) An image made up of mathematical paths, lines and shapes, scalable without losing quality
- C) An audio file mistakenly labeled as an image
- D) An image made up strictly of a fixed grid of pixels that loses quality when scaled

Answer: B) An image made up of mathematical paths, lines and shapes, scalable without losing quality

Q21. Which of the following describes 'Digital Audio' formats and their role in multimedia more specifically?

- A) Represents only static images with no sound
- B) Represents only network configuration data
- C) Represents only text-based content
- D) Represents sound in digital form for use across various multimedia applications like presentations and videos

Answer: D) Represents sound in digital form for use across various multimedia applications like presentations and videos

Q22. Which of the following describes a common lossless audio format, as opposed to a compressed lossy format like MP3?

- A) WAV
- B) MP3 is a common lossy format
- C) MP4 is primarily a video container format
- D) JPEG is an image format, not audio

Answer: A) WAV

Q23. Which of the following describes the general purpose of 'Digital Video' editing software within a multimedia workflow?

- A) Allowing users only to convert video to audio with no visual editing
- B) A term unrelated to multimedia workflows
- C) Allowing users only to play video with no editing capability
- D) Allowing users to cut, arrange, and enhance video footage for a polished final output

Answer: D) Allowing users to cut, arrange, and enhance video footage for a polished final output

Q24. Which of the following describes the general purpose of image editing software within a multimedia workflow?

- A) Allowing users only to view images with no editing capability
- B) Allowing users only to delete images with no editing capability
- C) Allowing users to modify, enhance, and create digital images
- D) A term unrelated to multimedia workflows

Answer: C) Allowing users to modify, enhance, and create digital images

Q25. Which of the following best describes 'Photodraw' as mentioned in the syllabus?

- A) A spreadsheet application
- B) A database application
- C) A word processing application
- D) A graphics/photo editing application historically used for creating and editing images

Answer: D) A graphics/photo editing application historically used for creating and editing images

Q26. Which of the following best describes 'MS-Publisher' as mentioned in the syllabus, in terms of its primary use case?

- A) A desktop publishing application used to design materials like newsletters, brochures and flyers
- B) A database application for managing structured data
- C) A network configuration tool
- D) A spreadsheet application for numeric calculations

Answer: A) A desktop publishing application used to design materials like newsletters, brochures and flyers

Q27. Which of the following describes a common use case for developing a 'simple application' using MS-Publisher, as mentioned in the syllabus?

- A) Creating a spreadsheet-based financial model
- B) Creating a basic flyer, greeting card, or newsletter
- C) Creating a complex relational database
- D) Creating a network security policy

Answer: B) Creating a basic flyer, greeting card, or newsletter

Q28. Which of the following describes 'Basic concepts' of multimedia as an introductory topic in this module?

- A) Only network configuration with no relation to media
- B) Only advanced video editing techniques with no foundational context
- C) Only database design with no relation to media
- D) Foundational understanding of what multimedia is and its various components

Answer: D) Foundational understanding of what multimedia is and its various components

Q29. Which of the following describes the term 'Multimedia Computer' as it relates to hardware requirements?

- A) A computer that cannot process any audio or video content
- B) A computer used exclusively for basic text editing
- C) A computer equipped with sufficient hardware (processor, RAM, graphics, sound) to handle multimedia content effectively
- D) A computer with no graphics or sound capability at all

Answer: C) A computer equipped with sufficient hardware (processor, RAM, graphics, sound) to handle multimedia content effectively

Q30. Which of the following describes the general benefit of combining Images, Animation, Audio and Video together in a single multimedia presentation?

- A) It is useful only for entertainment purposes, never education or training
- B) It always reduces the clarity and engagement of a presentation

- C) It can enhance engagement and communication by appealing to multiple senses
- D) It has no impact on the audience's understanding

Answer: C) It can enhance engagement and communication by appealing to multiple senses

Q31. Which of the following describes 'Textual information' more specifically as a foundational multimedia component covered early in the module?

- A) Only video footage with no textual content
- B) Only background music with no textual content
- C) Purely decorative elements with no informational value
- D) Written content that conveys core information within a multimedia project

Answer: D) Written content that conveys core information within a multimedia project

Q32. Which of the following best describes a benefit of using Publisher-type software for creating simple multimedia-rich documents?

- A) Eliminating the need for any images in a document
- B) Only allowing plain text with no visual design options
- C) Combining text, images, and layout tools to create visually appealing documents easily
- D) Requiring advanced programming knowledge for basic tasks

Answer: C) Combining text, images, and layout tools to create visually appealing documents easily

Q33. Which of the following describes the term 'Frame Rate' as it relates to digital video/animation quality?

- A) The audio quality of a video
- B) The resolution of a single static image only
- C) The number of individual images displayed per second, affecting smoothness of motion
- D) The total file size of a video

Answer: C) The number of individual images displayed per second, affecting smoothness of motion

Q34. Which of the following describes 'Compression' as it relates to multimedia file formats like MP3 and JPEG?

- A) A process unrelated to multimedia file formats
- B) A process that only applies to text documents

- C) Increasing file size without any quality trade-off
- D) Reducing file size, often with some trade-off in quality, to make storage and transmission more efficient

Answer: D) Reducing file size, often with some trade-off in quality, to make storage and transmission more efficient

Q35. Which of the following best summarizes the overall objective of the Introduction to Multimedia module as stated in the syllabus?

- A) To understand multimedia concepts and build small applications/presentations using multimedia
- B) To understand only advanced programming concepts
- C) To understand only database management concepts
- D) To understand only network configuration concepts

Answer: A) To understand multimedia concepts and build small applications/presentations using multimedia

Q36. Which of the following describes why 'Textual information' is specifically listed as a component of multimedia alongside images, audio, and video?

- A) Even in rich multimedia content, well-organized text remains essential for conveying precise information
- B) Text has no role in multimedia content, which relies only on visuals and audio
- C) Text-based content is considered entirely separate from multimedia by definition
- D) Textual information is only relevant to word processing, never multimedia

Answer: A) Even in rich multimedia content, well-organized text remains essential for conveying precise information

Q37. Which of the following describes why 'Hardware requirement for multimedia computer' is covered before diving into multimedia components?

- A) This topic is unrelated to practical multimedia skill-building

- B) Hardware requirements have no bearing on multimedia creation or playback
- C) Any basic computer, regardless of specifications, is always sufficient for multimedia work
- D) Understanding necessary hardware capabilities ensures a system can actually create, edit, or play multimedia content effectively

Answer: D) Understanding necessary hardware capabilities ensures a system can actually create, edit, or play multimedia content effectively

Q38. Which of the following describes the practical value of learning 'Software for Multimedia' broadly, before specific tools like MS-Publisher?

- A) Gaining awareness of the general categories of software (image, audio, video editors) used across multimedia projects
- B) Only MS-Publisher is relevant; other multimedia software is irrelevant
- C) This topic is unrelated to the module's stated objectives
- D) Software awareness has no practical value for multimedia work

Answer: A) Gaining awareness of the general categories of software (image, audio, video editors) used across multimedia projects

Q39. Which of the following best describes the progression of topics in this module, from basic concepts to MS-Publisher/Photodraw applications?

- A) Only foundational concepts matter; hands-on application is unnecessary
- B) The topics are unrelated and follow no logical progression
- C) Building foundational multimedia understanding before applying it through hands-on application-based projects
- D) Only the hands-on application matters; foundational concepts are unnecessary

Answer: C) Building foundational multimedia understanding before applying it through hands-on application-based projects