

### 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:

```
Downhile  $x < 10$   
    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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**NEXT**