

**DEPARTMENT OF INFORMATION AND MEDIA TECHNOLOGY  
SCHOOL OF INFORMATION AND COMMUNICATION TECHNOLOGY  
FEDERAL UNIVERSITY OF TECHNOLOGY, MINNA**

**BASIC MULTIMEDIA PRODUCTION  
MCT 316: FINAL EXAM (2 HOURS).**

**{JUNE 24<sup>th</sup>, 2014}**

**(22 copies)**

**INSTRUCTIONS:** ANSWER FIVE QUESTIONS IN ALL. QUESTION 1 (ONE) IS  
COMPULSORY (60 MARKS).

1. What is multimedia? Define.  
A). How many types of multimedia distributions do we have? Mention and describe their applications.  
B). Multimedia also has relevance for other interactive media. What are these interactive media?  
C). What is a multimedia project? Describe them.  
D). Simply describe creative and functional working practices? Support your points.  
[12 MARKS]
2. Identification of target audience and their profile are some of the important steps before the development of any multimedia project. A). What are the possible general user demographic information that should be included for consideration in developing a multimedia for your target audience? B). How many categories can computer users be classified into? Mention and discuss them with substantive explanations. [12 MARKS]
3. (a) What is an interface Metaphor? Define and give a clear example to support your points. (b) Discuss in details the importance of pretesting and usability testing during an interface development. [12 MARKS]
4. Having relevant and adequate ideas on what and how to develop a multimedia cannot be over-emphasised. Mention in details all possible ideas for content sources. Discuss each one in full details with clear examples. [12 MARKS]
5. It is very important that multimedia development team have clear objectives in mind before embarking on their tasks. Therefore, objectives need to be SMART. List and discuss all components of the acronym SMART and support your elaborations with clear example(s). [12 MARKS]
6. Constraints do not stifle creativity: they shape the way it can contribute. Expatiate with a clear example.

**GOOD LUCK TO YOU!!!**