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

FIRST SEMESTER 2015/2016 EXAMINATION

COURSE CODE: MCT 316
COURSE TITLE: BASIC MULTIMEDIA PRODUCTION
CREDIT UNITS: 2
TIME ALLOWED: 2 HOURS
COURSE LECTURER(S): DR. AGBOOLA, A.K.
NUMBER OF QUESTIONS: 4
NUMBER OF PAGES: 2 (INCLUDING THIS PAGE)

INSTRUCTIONS

- Answer all questions
- Do not use red pen
- Please use a clear handwriting
- This exam is closed book, closed notes, closed laptop and closed cell phone
- Please use non-programmable calculators only



INSTRUCTIONS: ANSWER ALL QUESTIONS. EACH QUESTION CARRIES EQUAL MARKS. [60 MARKS IN ALL]

1. A). Define the concept of multimedia? 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? What is a multimedia project? Describe them.
[15 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. [15 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. [15 MARKS]
4. It is very important that multimedia development team have clear objectives in mind before embarking on their tasks. Therefore, objectives need to be SMART. A). List and discuss all components of the acronym SMART and support your elaborations with clear example(s). B). Constraints do not stifle creativity; they shape the way it can contribute. Expatriate with a clear example. [15 MARKS]

GOOD LUCK TO YOU!!!