

**BACHELOR OF COMPUTER APPLICATIONS  
(BCA) (Pre-Revised)**

00325

**Term-End Examination**

**December, 2016**

**CS-66 : MULTIMEDIA**

*Time : 2 hours*

*Maximum Marks : 60*

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**Note :** *Question number 1 is compulsory. Attempt any three questions from the rest.*

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1. (a) Discuss how multimedia can be used for the following :  $2 \times 5 = 10$
- (i) Online portal for kids for the age below 9 years which offers story telling, simple drawings, picture reading and rhymes.
  - (ii) Online maths education portal for class 6<sup>th</sup> to 8<sup>th</sup> students offered by a private institute.
- (b) Explain the features of a scripting language. Also describe the role of scripting languages in multimedia. 5

- (c) Explain any five features of the Everest Authoring System. 5
- (d) With the help of an illustration, explain the planning and design of a multimedia application for learning drawing. 5
- (e) Explain document conferencing. How is it different from video conferencing? 5
2. (a) Write briefly about User Interface design for any small multimedia application. 5
- (b) Describe the salient features of Authorware. For what kind of applications can we use this software? Give any two examples. 5
3. (a) Differentiate between scenario-based simulations and knowledge-based simulations. 5
- (b) Discuss any five major challenges for the Multimedia Developers/Designers. 5
4. Propose and design a multimedia based gaming system. Prepare a logic flowchart and storyboard template for this system. 10

5. Write short notes on the following :

$$4 \times 2 \frac{1}{2} = 10$$

- (a) 3D Graphics
  - (b) Digital Video
  - (c) Image Q
  - (d) Hypertext and its elements
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