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Universiti Tun Hussein Onn Malaysia

**UNIVERSITI TUN HUSSEIN ONN MALAYSIA**

**FINAL EXAMINATION  
SEMESTER II  
SESSION 2013/2014**

COURSE NAME : MULTIMEDIA SYSTEMS AND  
APPLICATIONS  
COURSE CODE : BIM 20404  
PROGRAMME : 2 BIM  
EXAMINATION DATE : JUNE 2014  
DURATION : 2 HOURS AND 30 MINUTES  
INSTRUCTION : ANSWER ALL QUESTIONS

THIS QUESTION PAPER CONSISTS OF **THREE (3)** PAGES

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INSTITUT TEKNOLOGI MALAYSIA

**Q1** Multimedia Database Management System (MDBMS) is integrated to multimedia application through operating system and communication components.

(a) Define the multimedia database. (2 marks)

(b) Discuss the relationship between multimedia application, MDBMS, operating system and communication components. Draw a diagram to support your answer. (14 marks)

(c) Differentiate between raw data and descriptive data. Give **ONE (1)** example of each data. (4 marks)

**Q2** Question **Q2(a)** and **Q2(b)** are based on the given scenario.

MID Creative Enterprise is proposed to develop an interactive encyclopedia for children entitled "The Animals". The encyclopedia is expected to enable the children to explore the content by clicking their way through various words and pictures, hear a word aloud and have the narration to read for them.

(a) Suggest an appropriate authoring program that can be used in this project. Give **TWO (2)** reasons. (5 marks)

(b) Draw a storyboard consist of **FIVE (5)** pages to illustrate your idea for the encyclopedia content. (15 marks)

**Q3** (a) Define HTML and XML. (4 marks)

(b) Compare between HTML tag and XML tag. (4 marks)

- (c) Between HTML and XML, suggest which is the most suitable to develop an e-learning website. Give **THREE (3)** reasons. (6 marks)

- (d) Convert the following HTML code to XML code :

```
<p><b>Do Androids Dream of Electric Sheep?</b>
<br>
Philip K. Dick
<br>
John & Wiley Publisher
<br>
English
<br>
0345404475</p>
```

(Note: You can use your own tag name)

(6 marks)

- Q4** (a) Define multimedia learning. (4 marks)

- (b) Describe **TWO (2)** types of Computer Assisted Learning (CAL). Give **ONE (1)** example of each type. (6 marks)

- (c) Draw **ONE (1)** interface design for any type of CAL application given in **Q4(b)**. (4 marks)

- (d) Justify **THREE (3)** reasons why people nowadays prefer to use mobile learning (m-learning) rather than other electronic learning (e-learning). (6 marks)

- END OF QUESTION -