**STUDY GUIDE**

Name: \_\_\_\_\_ Date: \_\_\_\_\_

**CHAPTER 1: Exploring the World of Multimedia****I.** What is multimedia? Multimedia is \_\_\_\_\_  
\_\_\_\_\_**A.** Words in multimedia can be:

1. Written

2. \_\_\_\_\_

3. \_\_\_\_\_

**B.** Images in multimedia can be:

1. \_\_\_\_\_

2. Charts

3. Diagrams

4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

7. \_\_\_\_\_

**C.** Sound, also called \_\_\_\_\_, in multimedia can be:

1. \_\_\_\_\_ or \_\_\_\_\_

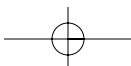
2. \_\_\_\_\_

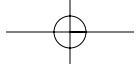
3. \_\_\_\_\_

**D.** Video in multimedia can be:

1. \_\_\_\_\_

2. \_\_\_\_\_

**II.** What are the types of multimedia productions?**A.** \_\_\_\_\_**B.** \_\_\_\_\_*continued* ➔



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**CHAPTER 1**

- C. \_\_\_\_\_
- D. \_\_\_\_\_
- E. \_\_\_\_\_

**III. What are presentations?**

- A. Presentations are \_\_\_\_\_
- B. Presentations can be used by:
  - 1. \_\_\_\_\_
  - 2. \_\_\_\_\_

**IV. What are tutorials?**

- A. Tutorials are \_\_\_\_\_
- B. Tutorials can be used by:
  - 1. \_\_\_\_\_
  - 2. \_\_\_\_\_

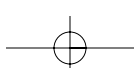
**V. What are simulations?**

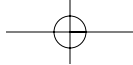
- A. Simulations are \_\_\_\_\_
- B. Simulations can be used for:
  - 1. \_\_\_\_\_
  - 2. \_\_\_\_\_
  - 3. \_\_\_\_\_

**VI. Games can be used for:**

- A. \_\_\_\_\_
- B. \_\_\_\_\_

*continued* ➤➤



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**CHAPTER 1****VII.** Web pages can be used for:

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_
- E. \_\_\_\_\_

**VIII.** The Development of Multimedia

- A. Graphics have developed from \_\_\_\_\_ to painting to photograph to digital photography.
- B. Audio has developed from \_\_\_\_\_ to music to recorded sound and music to broadcasting.
- C. Movies have developed from \_\_\_\_\_ to video to digital video.

**IX.** Computer Technology

- A. Computers have become \_\_\_\_\_, cheaper, and more powerful.
- B. Computers have progressed from desktop computers to laptop computers to personal digital assistants (PDAs).

**X.** Multimedia has become a valuable resource in society. It is used for:

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_ and \_\_\_\_\_

**XI.** Multimedia is used in:

- A. \_\_\_\_\_ to learn in new and stimulating ways.
- B. \_\_\_\_\_ to share resources, deliver information, train employees, and advertise goods and services.
- C. \_\_\_\_\_ to play video games, surf the Internet, and plan leisure time.

