

MM 225 Final Exam Review

Vocabulary

Authoring Metaphor	navigation:
Authoring tool	sequential,
Design & development process	hierarchical,
digital (images, video)	associative
font	serif, sans serif
medium, media	Transition effect
multimedia, interactive multimedia	type style, typeface

Objectives

Define “multimedia” and “interactive multimedia.” Give specific example of uses for interactive multimedia in business, education and entertainment.

Describe different types of media that may be employed in multimedia products. (Note that in the context of this course, *media* are **not** the same as *mass media* such as radio and television or *storage media* like CD—ROMs and magnetic tape).

Discuss the factors that are important in selection of media to use in multimedia products.

Describe the skills necessary for creating multimedia, and the types of tools (hardware and software) the multimedia development requires.

Outline the process for designing and developing a multimedia product.

Recognize appropriate use of type for conveying text information.

Recognize and apply general rules of thumb for use of type.

Describe different sources for digital media (such as do it yourself, hire a professional, purchase from stock agency, etc), and comment on their advantages and disadvantages.

Describe the purpose of authoring software.

Outline the types of interactivity supported by typical authoring tools.

Describe the relationship between “authoring” and “programming.”

Describe the features that one should expect from an authoring tool, and recognize features that are unusual (or impossible).

Describe two different authoring metaphors (as illustrated by Revolution and Director).

Compare and contrast the capabilities of Revolution and Director.

Describe how to accomplish different types of navigation using both Revolution and Director.