

Start here.

(a)

(i) Interactivity is the sense of being involved and participating.

(ii) Linear storyboards are a set of visuals stored in a specific order.

Non-linear storyboards are a set of visuals stored in no specific order and can be viewed and accessed at any set visual.

(b)

(i) Different web pages allow different types of file formats to be embedded.

(c)

(i) ~~It is important that participants are able~~

~~to see~~ It is important for data compression on the files storing the multimedia content in this game as this takes up a lot of memory as it is more advanced than other games.

The technology is very different and the tools may not be able to handle the game if it is not compressed.

(ii)

Collecting involves:

- inbuilt accelerometers which sense small shifts in a person's posture.
- Information transferred through wireless bluetooth.

Additional writing space on back page.