

Start here.

a) i) interactivity refers to how much the user is able to do with the multimedia system and get a response, or how much the user can 'interact'.

ii) linear story boards only follow one path with one conclusion/ending, where non-linear story-boards can diverge into many scenarios and re-merge.

b) i) video content needs to be a specific format to be embedded in the web page, as well as the web-page being specifically formatted as well.

ii) path based animation is used ~~when~~ in slideshows such as those created in PowerPoint, whereas cell based animation is used in ~~such~~ cartoons, and animated pictures.

c) i) data compression is necessary as the gamer uses simulation of a background, as well as the audio and video changing depending entirely on the users movements.

ii) the controller collects the information continuously off of the balance board, and uses this to determine the way the virtual background, audio and character, are to shift, and this is so displayed on the flat screen monitor.

iii) The same technology could be used in the future in a more corporate environment, such as business meetings which are to be conducted ~~by~~ rules from those who attend.

This could also be developed and used with the internet to create virtual communities, by creating an avatar or using a camera, and ~~to~~ controlling this by the balance board.

With more specific calibration, the virtual aspect can be used in a number of exercise programs, gyms, replacing some machines for a more authentic workout.

Additional writing space on back page.