

Start here.

a) i) The ability to control a simulated program such as a video game.

ii) Linear storyboards are structured in straight lines and are not going in opposite directions where non-linear are areas of the storyboard that flow in different directions.

b) i) The file format mp4 allows the videos to be uploaded into a web page. Once uploaded the video can be embedded into any web page.

ii) During the use of an ~~forum~~ internet forum be able to upload animated GIFs to be either your Avatur or signature or even just to upload it as a reply.

c) i) The gaming ^{console} needs to be able to have enough memory space in order to store the game. ~~It not the need for~~ in order to play and save data.

ii) The interactive gaming system collects its data through the balance board by using accelerometers which sense small shifts in a person's posture which is then displayed on the flat screen monitor by the information sent by bluetooth from the balance board.

iii) Where the balanceboard is used to control the onscreen character by using inbuilt accelerometers. This technology in the future can be used to control machines such as robots to use them to either retrieve valuable data or prevent things from occurring such as a bomb. The future Multimedia systems are bright where as we can expand the use of accelerometers to provide a easy working future.

Using this technology also may be able to construct a virtual world where we are in control of a simulated character put into a simulated world and we can control this character by our own body moves by using these accelerometers.

Additional writing space on back page.