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a) i) Interactivity allows the user to become involved in the processes of the system.

ii) Linear storyboards require each action to be performed in sequential order, thus following how the storyboard is designed. Non-linear storyboards ~~can~~ can provide options to which ~~next~~ action is to be performed next. This allows some parts to be performed in non-sequential order and can go to a different action.

b) i) Video content must be in the file format of a video file for it to be embedded into a web page. Also, the web page must have a decoder which can play that type of video file. For instance, a video file ~~extension~~^{extension} would be .mp4, ~~the~~ - This type of file extension demonstrates the file format of the file/data is video.

ii) Path-based animation is when the animation follows a sequential order, where each frame ~~contains~~ the animation for the 'path' to be followed. An example of path-based animation software would be 'Flash', which allows each individual aspect of the animation to follow a 'path'. ~~Path-based~~ Path-based can be used to make a cartoon. Cell-based ~~animation~~ animation refers to a single object to be

animated. Software which can achieve this would be 'GIF Animator'. This can be used to move a shape around the page.

c) i) Data compression is needed as if it weren't compressed, the size of files being stored would be too large.

Compression reduces the amount of storage space required by the system for the files. If the data was not compressed, each file would require large amounts of storage space, and wouldn't be as effective.

As there are many different types of multimedia content for the game, the compression of data allows files to be read quicker and maintain effectiveness.

ii) The collecting information process of the game is achieved by various data tools and hardware. ~~Also~~

For example, the system includes various sensors such as motion controls and accelerometers. These collect information/data about the person's posture, and even body mass. Also, displaying is used within this system, as the information collected is processed and the user's actions are mimicked on screen. It also displays other information such as graphics and player's scores through the monitor. Also, sound is produced through the speakers, dependant on information processed.

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iii) A future use of this technology would be able to control hardware systems, for instance a robot, through the use of human movement. As a person's movements are replicated on-screen through various sensors, these same sensors can be used to track movements and then can be converted onto a robotic system. As multimedia systems are gradually becoming more interactive with humans, technology to create computerised simulations which are more life-like are also being developed. This realism could be converted into hardware control and can be used to do tasks in difficult situations/environments or for entertainment purposes. Virtual worlds within the real world are being developed, and in the future it may be possible to play video games by controlling the movements of something physically real, thus still virtual as those movements can be displayed on a monitor and such. Therefore allowing future multimedia systems more real world uses.

