

20 Multiple choice questions

Term

1 of 20

Categories of multimedia (2)

- Music
- Dialogue
- Audio Media
- Hardware Software

Term

2 of 20

Elements of Sound Design (3)

- Multimedia Information
 - Dialogue
- Music
 - Sound Effects
- Mixing Pace Transitions
- Sound And Color

Term

3 of 20

Can provide the illusion of fast movement. In videos, it is often used to censor information for security and decency.

- Dialogue
- Blurring
- Timing
- Rotating

Term

4 of 20

Types of Audio/Video Transitions (4)

- Mixing Pace Transitions
- Blurring
 - Segue
- Cross-Fade
 - V-Fade
 - Fade to Black
- Cartooning

Term

5 of 20

Uses of Multimedia (4)

- Audio Media
- Visual Media
- Music
 - Education
- Entertainment
 - Medicine
 - Public use

Definition

Photos

Videos

Screenshots

Infographics

Data Visualization

Comic strips/cartoons

Memes

Visual note-taking

- Techniques of Visual Editing (6)
- Elements of Visual Communication (8)
- Types of Visual Design (8)
- Principles of Visual Art (7)

Term

7 of 20

A means by which something is communicated or expressed

- Media
- Radio
- Nutrient
- Music

Term

8 of 20

adds depth and meaning

- Sound and color
- Direction
- Shape
- Speed

Term

9 of 20

speech, conversation, voice-over

- Dialogue
- Cartooning
- Music
- Timing

Term

10 of 20

provides dynamic movement

- Squashing
- Cartooning
- Music
- Text

Definition

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Visual Media

Audio Media

Motion Media

Manipulative Media

Multimedia Information

Types of media content (4)

Formats of media (7)

Dimensions of media (6)

Categories of media (5)

Definition

12 of 20

Traditional Audio Media Technology Storage

New Audio Media Technology Storage

Types of Storage (2)

Methods of Audio Recording (4)

Categories of Audio Playback (5)

Formats of Audio Delivery (3)

Term

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Determined by its hue (name of color), intensity (purity of the hue), and value (lightness or darkness)

Size

Color

Direction

Value

Definition

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Cassette TAPE

Vinyl CD

Compact Disk

Radio

Gramophone

Examples of Digital Audio Media Technology Storage (5)

Instances of Electronic Audio Media (5)

Types of Modern Audio Media Technology (5)

Examples of Traditional Audio Media Technology Storage (5)

Term

15 of 20

It shows the change in direction of a movement.

Timing

Speed

Shape

Motion Path

Term

16 of 20

Objective: Can be measured in mins, secs, days, etc

Subjective: Psychological, felt

- Direction**
- Location**
- Color**
- Timing**

Term

17 of 20

Describes a shape or outline. It can create texture and can be thick or thin. May be actual, implied, vertical, horizontal, diagonal, or contour lines

- Space**
- Plane**
- Ray**
- Line**

Term

18 of 20

Materials, programs, applications used to formulate new information to aid learning through the use analysis, evaluation, and production of visual images

- Visual Media**
- Interactive Media**
- Audio Media**
- Broadcast Media**

Term

19 of 20

Any material or application program. Used to formulate new information to aid learning through the use, production, analysis, and evaluation of interactive and hands-on media

- Audio Media**
- Hardware Software**
- Visual Media**
- Manipulative media**

Term

20 of 20

Media communication that uses audio or recordings to deliver and transfer information through the means of sound

- 1 Point**
- Audio Media**
- Multimedia**
- Audio Podcast**