Multimedia (https://www.liveworksheets.com/jj3375092or)

1/ Read the text about multimedia and find

- the type of text that contains links to other texts: _____

- the system that combines hypertext and multimedia: _____

- sytems that doctors may use for simulating surgeries: _____

- the technique which allows you to play music and watch videos before the entire file
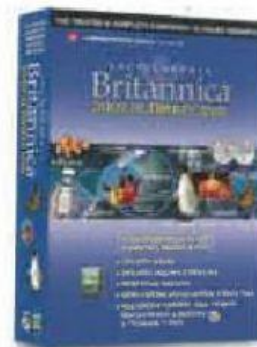 has downloadead   _____

Multimedia

Multimedia refers to the technologies and applications that integrate different media: text, graphics, sound, video and animation.

Its power resides in interactivity, hypertext and hypermedia. Multimedia software is usually **interactive**, so you can choose what you want to watch, listen to or write. **Hypertext** means that you can click on a word and jump to another screen with more information; **hypermedia** is similar, but works with sounds and images (e.g. the Web).

Applications

- In public places (e.g. museums and stations), there are information kiosks that use multimedia.

- In education, it is used in presentations and computer-based training courses.

- On the Web, audio and video are integrated into web pages. For example, RealPlayer supports **streaming**, which lets you play sound (e.g. from radio stations) and video files as a continuous stream while they are downloading.

- In virtual reality, users interact with a simulated world: doctors train using virtual surgery; pilots use flight simulators to do their training; people visit virtual exhibitions, etc.

Multimedia has had a profound impact on encyclopedias

- You can play games on a computer or video games on a dedicated machine, called a **video console**, which you connect to a TV set. You can also play games on the Net; some websites have a **multiplayer** facility that enables lots of people to play the same game at the same time.

2/ Match the extensions and formats to the types of files.

.pdf, .doc, .rtf,	large files
.avi, .mov, .mp4	graphics
.gif, .png, .tif	video files
.gif, .swf	text files
.wav, .mp3	audio files
.zip	animations
.jpg, .raw	photographs

3/ Applications of multimedia

A Match the descriptions (1–5) with the pictures (a–e).

1 Virtual reality
2 Distance learning
3 A business presentation
4 A touch screen information kiosk
5 An MMS mobile phone

a _____

b _____

c _____

d _____

e _____

4/ Complete the sentences with the verbs in the brackets.

1. If you (bring) _____ your phone, we can prepare the video for English lesson
2. You won't be able to play those old video files if you (not have) _____ the right plug-ins.
3. If the teacher (learn) _____ how to use PowerPoint, she could make more effective presentations.
4. If I could afford it, I (buy) _____ a new game console.
5. If I (have) _____ the money, I (invest) _____ in some new multimédia software.

5/ Put the steps of making a video in correct order – write numbers 1-6.

- write a script
- edit the video (cut, re-sequence, add transitions, music, background sounds…)
- choose the topic and decide what type of video you are going to create (advertising, entertaining, educational…)
- shoot your video
- save the video or upload it on social media etc.
- decide of the style (live action, animation, screen recordings, mixed media…)

6/ What is your experience with multimedia in education, entertainment, everyday life?