

**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

11 of 20

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

13 of 20

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