



**Scott Christian
UNIVERSITY**

SCHOOL OF PROFESSIONAL STUDIES

**BACHELOR OF BUSINESS INFORMATION TECHNOLOGY/
BACHELOR OF INFORMATION COMMUNICATION TECHNOLOGY**

**UNIT CODE/NAME: BCT 316 MULTIMEDIA APPLICATION
DEVELOPMENT**

January – April 2021/2022 Supplementary/Special Exam- Time: 2 Hours

Instructions: Answer Question ONE (Compulsory) and any other TWO questions.

QUESTION ONE

a) Define the following terms as used in multimedia development.

- i. Multimedia
- ii. Streaming
- iii. User interface
- iv. End user
- v. Animation

(10 Marks)

b) List and explain any five types of multimedia.

(10 Marks)

c) List and explain any five animation techniques

(10 Marks)

QUESTION TWO

a) What do you understand by the term human-computer interaction?

(2 Marks)

b) To assess the interaction between human and computers, Donald Norman in 1988 proposed seven principles. List and explain any five principles

(10 Marks)

c) List any three ways of designing user interface

(3 Marks)

QUESTION THREE

a) Define the term heuristic evaluation

(1 Marks)

b) List and explain any seven heuristic principles as defined by Nielsen's

(14 Marks)

QUESTION FOUR

a) Mukeku- a BCT student designed a system for Metho enterprises ltd for monitoring sales of spectacles. However, after a month or so, the users stopped using the system although it had no bug issues but complained about interaction with it.

i. From this context, what do you understand by the term user interface?

(1 Mark)

ii. What do you think forced the employees/users to stop using the system?

(8 Marks)

iii. Discuss any three principles of user-centered design.

(6 Marks)

QUESTION FIVE

a) Define the term multimedia framework

(2 Marks)

b) Discuss the five layers of the multimedia framework.

(10 Marks)

c) Why is a DVD preferred as a storage media to a CD?

(3 Marks)