

Start here.

Multimedia Systems.

a)

i) interactivity, is where the person who is using the multimedia system is able to be interactive on the site.

ii) linear, is internal sources, and are not sourced from outside the systems.

non-linear, are external sources, which are sourced from outside of the system.

b)

i) file formats are those that protect what ever is being uploaded onto a page, it consist of privacy acts, and, copy-right, and also security acts.

For example, if uploading a video, it will be protected against copy-right.

~~iii)~~

c)

i)

The Data Compression on the files

storing the multimedia content in the game is needed, As it is a virtual game, and it is highly animated, for example the audio is interactive with the rushing sand changing as the player moves from side to side on

the balance board.

ii)

Collecting the information,
this is done as the use of infrared motion
control technologies to simulate real life
movement.

The device has built in accelerometers
which sense small shifts in a person's
posture.

Displaying the information,
the information is transferred through a
wireless Bluetooth link to the controller
and processed, so that the on screen
character mimics the user's movements
exactly.

For example, the background scene
is animated, changing interactively depending
on the data (collecting) coming from
the board, (displaying).

iii)

Additional writing space on back page.