Start here.

a) i) interactivity is the user input of a multimedia based application, tech
-nology or program to edit or complete a game/ picture puzzle/
whatever uses a MMS (multimedia system)

ii) A linear storyboard is a direct line of slides non changeable,
it can only be done the way it was made, A non-linear storyboard
can have different outcomes based on the user input and their
decisions .eg. Take the stairs or the lift (each would pan to
different storyboard slides.

(b) i) File formats that can be posted online are often small in size,
compressed for fast buffering, but High definition is sometimes an
option. The formats that can be embedded can be linked off
to other sites for this veiwing purposes. ~~cell based animation~~

ii) cell based animations can be used in any cartoon or
animation using images used more than once, Path based animation
is good for a digitally created animation.

c) i) As the game has many different backgrounds and sounds, player input
can "lag" out the background display smoothness. To avoid "lag" or
frames per second (FPS) Lag, the multimedia is compressed into a suitable
size to reduce any delay in the image, while still displaying the
image.

ii) The collecting is done through the balance board based on the sensors

collecting movements through a users actions to process them onto the wireless reciever, which processes this & participant data into the game concole. The Displaying is done by the ~~console~~ gaming controller sending information to the Flat Screen Monitor, which displays the image.

iii) A future use of this technology could be in combat systems, sporting events, holographic, 3D images, Even for creating wireless machines movements from overseas, & medical use, driving use. Online worlds such as video gaming with people from other locations of the internet could be a reality with the use of virtual worlds.

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