Start here.

a)

i)

Interactivity refers to the degree in which the participants of the system influence the way the system operates. This could be through making their own selections using hyperlinks, navigation, or even just components which are designed to respond by lighting up or moving when the participant uses them.
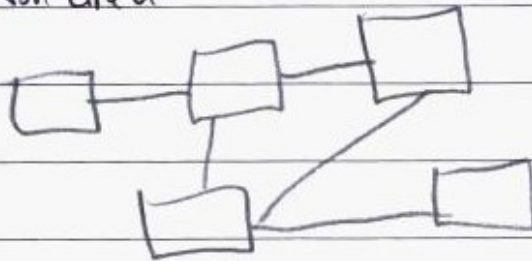
ii)

A linear storyboard is one which follows chronologically in a sequence of events. A non-linear storyboard has no defined flow/structure.

eg. Linear   Non Linear

b)

i)

- Often vector animated or use cell based animation
- Are often compressed to a high degree to make them easier for users to stream live from the internet
- Are often in formats such as SWF or FLV (Flash animations) which load quickly
- Are often designed to be widely compatible (the Adobe Flash standard for example)
- Usually involve some kind of interactive feature such as hyperlinks, hover text, etc (hyper-media).

ii)

Path-based animation is usually used for simple objects & that simply need to move, such as boxes or circles. These are most commonly used on webpages for banner ads.

Cell based animation is usually used for more complex graphics such as full picture animation such as images which morph or transform, etc.

c)

i)

Data compression is required for the primary reasons of storage, speed and processing. In a virtual game system such as this, audio triggers, image triggers and video triggers usually occur without any prerecordings and the system must respond with equal speed in order to provide a realistic experience. By compressing audio, images and video, the system requires far less processing power and storage space to provide a realistic realistic experience. This can be both cost-beneficial and more feasible to the consumer gaming market who does not expect an outrageously high quality virtual world. nor a very expensive product.

ii)

The interactive gaming console would collect a variety of movements from the participant through sensors on the balance board. The balance board would be equipped with a number of sensors which accurately capture the participant's movements.

Most movements would soon be processed relative   Additional writing space on back page.

These movements would then be processed relative to the virtual character, and the displaying output would be that the virtual characters actions mimic that as those seen the participant makes on the balance board. Sounds are also output through the speakers. (video onto the screen)

iii)

The use of virtual worlds which are created through multimedia systems are commonly used in Gaming. However, these technologies continue to develop in other fields such as...

• Tactical warfare, allowing soldiers to experience war away from the violence

• Aviation and air craft simulation to deal or train pilots

• Driving simulators to conduct road tests for learning drivers without the associated danger.

Future multimedia systems would allow for more interactive - Already touch screens allow users to control features of these system with their hands, and the growing nature of these technologies would enable users to eventually control multimedia systems with other in other ways more user friendly.