

Dr. Babasaheb Ambedkar Open University
Term End Examination June – 2026

Course	: BCA	Date	: 05-06-2026
Subject Code	: BCAN-601	Time	: 11:30am to 01:45pm
Subject Name	: Introduction to Multimedia Systems and its Applications	Duration	: 02.15 Hours
		Max. Marks	: 70

Section A

Answer the following (Attempt any three) (30)

1. Discuss Computer Animation in detail. Also explain the early animation techniques and their significance in the development of animation.
2. Describe the Multimedia Information System in detail. Explain its components, characteristics, and functions.
3. Explain the various applications of Multimedia and discuss its potential in different fields.
4. What is Interactive Media? Explain its advantages and disadvantages with suitable examples.
5. Explain the concepts of Hypertext and Hypermedia in detail. Discuss their features, components, and applications.

Section B

Answer the following (Attempt any four) (20)

1. Discuss the characteristics that make a multimedia system effective and efficient.
2. Compare bitmap graphics and vector graphics based on structure, quality, scalability, storage requirements, and applications.
3. List the technical challenges of Multimedia Information Systems and explain each challenge briefly.
4. List the Remote Representation Multimedia Applications and explain each application briefly with suitable examples.
5. Discuss components, working principle, advantages, and applications of Video Conferencing System.
6. Write a short note on Multimedia Computers. Discuss their components, capabilities, and applications.

Section C

Part – A (Multiple Choice Questions) (10)

- 1 Hypermedia is the use of _____
A Text B Graphics
C Video D All of these
- 2 One of the features of multimedia is the _____ that structures the viewer's experience.
A Interactivity B Programming
C Interactivity or the programming D None of these

- 3 What are the problems that exists in multimedia systems
 - A Sequencing within the media
 - B Synchronization of inter-media
 - C Both A and B
 - D None of these
- 4 The commonly used software for playing audio files is _____
 - A Quick Time
 - B Real player
 - C Windows Media Player
 - D All of these
- 5 Ideal multimedia system results in _____
 - A High processing power
 - B Medium processing power
 - C Low processing power
 - D Little processing power
- 6 Multimedia can be _____ by information content processing devices
 - A Recorded
 - B Played
 - C Displayed
 - D All of these
- 7 The example of Interactive media is
 - A Auto calling
 - B Graphics
 - C Touch screen
 - D All of above
- 8 World Wide Web works using
 - A Internet
 - B Server
 - C Computer
 - D All of these
- 9 Internet forum is a platform where user share information through
 - A Chatting online
 - B Text message
 - C Graphics
 - D None of above
- 10 Computer games can be played using
 - A Joysticks
 - B Mouse
 - C Keyboard
 - D All of these

Part – B (Do as Directed)

(10)

State whether following statements are true or false

- 1 Synchronization within the media describes playing frames in correct order/time frame in video
- 2 Blender is software which provides broad spectrum of modeling, texturing, lighting, animation and video post-processing functions.
- 3 Computer animation is the art of creating moving images via the use of computers.
- 4 JPG files can be easily compressed to 1/20 of the original file size
- 5 Most bitmap images cannot be converted to other bitmap-based formats easily.
- 6 Multimedia may be broadly divided into linear and non-linear categories.
- 7 Hypermedia is not derived from hypertext
- 8 Smart card is not similar to credit card in size and shape
- 9 Virtual office appears mainly by use of Internet through computers and software for doing work.
- 10 Multimedia may or may not involve computers.