## Unit 22 Multimedia

Name:

**1** Choose words from the drop-down menu to make collocations connected with multimedia.

- 1 animation
- 2 CD/DVD
- 3 interactive4 sound
- 5 stereo
- 6 information
- 7 streaming
- 8 digital
- 9 video
- 10 virtual

Now listen to the collocations and practise saying them.

## **2** Unscramble the letters to complete the definitions from an online dictionary. Type in your words.

- 1 dheasenpho : device which covers each ear and allows you to listen to audio without other people hearing
- 2 pertyhtex \_\_\_\_\_: text with links to other text or other parts of a document or web page
- 3 tacvitiyniter : allowing two-way communication between a program and the user
- 4 pormicnohe : equipment that allows you to record your voice
- 5 batscew : a concert or other event broadcast over the Internet

## Complete the following blog entry, which one of your classmates wrote for Exercise 5c on page 113 of the Infotech Student's Book, by typing in terms from 1 and 2 above into spaces 1–10. (You will not need to use all of the terms.) Then choose the correct verb forms from the drop-down menu (a–e).

## 22nd February

So, what exactly is multimedia? If you (a) \_\_\_\_\_\_ on http://dictionary.cambridge.org, you'll find the following definition: *using a combination of moving and still pictures, sound, music and words, especially in computers or entertainment*. This definition refers specifically to (1) \_\_\_\_\_\_\_ such as educational CD-ROMs or digital encyclopaedias. It could also be referring to the touch-screen (2) \_\_\_\_\_\_\_ that you sometimes see in banks and estate agents. This type of multimedia commonly uses (3) \_\_\_\_\_\_\_ links that take you to other pages of the document or program. However, I think multimedia can mean anything from using a (4) \_\_\_\_\_\_\_ to burn MP3s, to listening to an online radio show using (5) \_\_\_\_\_\_\_ (that is, in real time).

| As long as you (b) a                 | a fast CPU, a good monitor and a (6) 📃     | (hardware that allows             |
|--------------------------------------|--|-----------------------------------|
| you to play digital audio through ye | our computer), you'll be able to use basic | c multimedia applications. If you |
| (c) to go a step furt                | her, you could invest in a (7)             | to record yourself, or a digital  |
| video camera to make videos in (8)   | . If you wanted to make                    | a whole movie, then you           |
| (d) also need (9)                    | software such as Apple's iN                | Aovie.                            |

The future of multimedia looks very exciting. If current trends continue, then (10) \_\_\_\_\_\_ (e) \_\_\_\_\_ more and more popular – we could eventually be living most of our lives in these 3-D worlds, interacting with each other just as we do in real life. Just look at the success of *Second Life* ... *Posted by Jordi Pons (Barcelona)*