

- i. **Text:** Text is the most widely used and flexible means of presenting information on paper, display unit or in multimedia for conveying ideas and thoughts.
- ii. **Graphics:** A picture is a worth of thousands words. An image, figure, picture or drawing can be considered as graphics.
- iii. **Audio:** Audio is the one of the most important components in multimedia presentation.
- iv. **Video:** The main component of the presentation is video. It is the sequential representation of figure in systematic order. Video contains images, figures, graphics, animations and other components to represents on particular topic.
- v. **Animation:** Animation is the displaying of images in a sequence. Animation gives artwork or model in order to create an illusion of movement.

Application or use of multimedia

The application of multimedia has the broad range of applied fields.

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| 1) Multimedia in entertainment. | 3) Multimedia in software training. |
| 2) Multimedia in education and training. | 4) Multimedia on the webpages. |
| 5) Communication | 6) Business |
| 7) Engineering | 8) Industry |
| 9) Scientific Research | 10) Medicine/ Health |
| 11) Virtual Reality | |

Advantages and Disadvantages of Multimedia

Advantages of Multimedia

- a. It increases learning effectiveness.
- b. It is more appealing over traditional, lecture-based learning methods.
- c. It offers significant potential in improving personal communications, education and training efforts.
- d. It reduces training costs.
- e. It is easy to use.
- f. It tailors information to the individual.
- g. It provides high-quality video images and audio.

Disadvantages of Multimedia

- a. Multimedia is expensive.
- b. Multimedia needs well trained manpower to create and use it.
- c. Multimedia files are too large so, it is time consuming to transfer across the internet and intranet.
- d. It requires special hardware.
- e. It is not always compatible.

Virtual reality:

- Virtual reality is a technology that allows people to enter and interact with three dimensional computer graphics world.
- Virtual reality is currently used in applications such as aircraft pilot training, medical rehabilitation, training for surgical procedures, engineering and scientific visualization, manufacturing design and computer games.

Abbreviations and its full form

WMA: Windows Media Audio	AVI: Audio Video Interleave
WAV: Windows Audio Video	FLV: Flash Live Video
MIDI: Musical Instrument Digital Interface	SWF: Small Web Format
WMV: Windows Media Video	
MPEG: Motion Picture Experts Group/Moving Picture Expert Group/Moving	