

CLASSIFICATION AND SCOPES OF A MULTIMEDIA OF APPLICATIONS

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Multimedia of the application can be divided on an information representation method into linear and non-linear (interactive)[1].

The interactive method of interaction of the person and the computer is provided in the completest way in categories of computer games.

The non-linear method of submission of multimedia data sometimes is called "hypermedia"[2].

As an example of the linear and non-linear method of information representation, it is possible to consider such situation as holding the presentation.

If the presentation was recorded and is shown to audience, then no this method of the report of information the linear viewing this presentation is had by opportunities to influence the speaker.

In case of the live presentation, the audience has an opportunity to ask the speaker questions and to interact with him in another way that allows the speaker to deviate from a presentation subject, for example, explaining some terms or in more detail lighting disputable parts of the report.

Thus, the live presentation can be provided as a non-linear (interactive) method of submission of information[3].

Multimedia scopes:

1. Business sphere:

- editorial activities (MM publishing house);
- information and advertizing products (presentations, brochures, advertizing leaves);
- interactive presentations;
- interactive training;
- Internet.

2. Education:

The idea of use of the computer in training arose for a long time, but its embodiment became possible only with the advent of the PCs equipped with a multimedia devices[4].

Computerization of a domestic education system - a subject extensive, diversiform and urgent.

The Ministry of Education and the State committee on the higher education in Russia pays more and more attention to learning programs recently.

The republican center of interactive training aids developed a row of a multimedia of textbooks on natural, humanitarian and technical cycles.

3. Entertainments: games, movies, music, the virtual reality, etc.

Multimedia products of educational assignment

1. The multimedia products developed by teachers according to the purposes and tasks of training courses and disciplines:

- courses of lectures, manuals;
- educational presentations;
- educational movies, video lessons.

2. Electronic multimedia textbooks, encyclopedias, dictionaries, atlases geographical, etc.

3. Interactive remote learning by means of multimedia learning programs [5].

Список использованных источников

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