

Fundamentals of Business Communication © 2012
Chapter 13: Using Digital Media—Interactive Quiz Questions

- _____ 1. _____ are two of the fundamental principles of design.
- A. Balance and proportion
 - B. Harmony and repetition
 - C. Movement and rhythm
 - D. Rhythm and perspective
- _____ 2. _____ can be used to create a pattern within a digital media presentation.
- A. Balance
 - B. Harmony
 - C. Perspective
 - D. Repetition
- _____ 3. The Electronic User’s Bill of Rights details the rights and responsibilities regarding the treatment of digital information. Which of the following is *not* addressed?
- A. Individual responsibilities.
 - B. Institutional responsibilities.
 - C. Rights of corporate institutions.
 - D. Rights of educational institutions.
- _____ 4. Input devices vary when producing digital media presentations. All of the following are examples of input devices *except* _____.
- A. a digital sound recorder
 - B. a digital video recorder
 - C. an interactive whiteboard
 - D. a synthesizer
- _____ 5. The three main stages of production are _____.
- A. brainstorm, storyboard, presentation
 - B. develop, rehearse, evaluate
 - C. plan, practice, present
 - D. preproduction, production, and postproduction
- _____ 6. Which of the following is *not* a type of video camera?
- A. Camcorder.
 - B. SLR.
 - C. Studio camera.
 - D. Webcam.

- _____ 7. Using _____ buttons in a presentation allows you to give the viewer control of the presentation.
- A. action
 - B. control
 - C. mouse
 - D. None of the above.
- _____ 8. A presentation without variety could be considered uninteresting even though the information presented may be interesting.
- A. True
 - B. False
- _____ 9. The Electronic User's Bill of Rights is legally binding.
- A. True
 - B. False
- _____ 10. A nonexclusive license means that the owner may sell licenses to many people.
- A. True
 - B. False