concepts

There is much talk about multimedia. You don't have to join the crowd in this. Nevertheless, youmust be familiar with the idioms and phrases. Also, it might be worthwhile to counteract on extravagant abstractions by keeping a keen eye on the technological infrastructure and the limitations it imposes.

<div align="right">concepts (1)</div>

- Explain what is meant by *digital convergence.*

- Which kinds of *(digital) convergence* do we have?

- Discuss the relation between the *medium* and the *message.*.

<div align="right">concepts (2)</div>

- Define the notion of *information spaces*?

- Indicate how multimedia objects may be placed (an queried for) in an *information (hyper) space*?

- Characterize the notion of *hypermedia.*

<div align="right">concepts (3)</div>

- What is a *codec*?

- Give a brief overview of current multimedia standards.

- What criteria must a *(multimedia) semantic web* satisfy?

<div align="right">concepts (4)</div>

- How would you approach *content-based description* of *images*?

- What is the difference between a *metric* approach and the *transformational* approach to establishing similarity between images?

- What problems may occur when searching in text or document databases?

<div align="right">concepts (5)</div>

- What are the ingredients of an *audio data model*

- What information must be stored to enable search for video content?

- What is *feature extraction*? Indicate how feature extraction can be deployed for arbitrary media formats.

<div align="right">concepts (6)</div>

- What considerations would you have when designing an architecture for a multimedia information system.

- Characterize the notion of *media abstraction*.

- What are the issues in *networked multimedia*.

concepts (7)

- What is meant by *virtuele context*?

- Give an example of *navigation by query*, and indicate its possible advantages.

- Discuss the deployment of *(intelligente) navigation agents*.