MATCHING – Digital Graphic Concepts Objectives 101.01 & 101.02 201.01 & 102.02

Directions: Match the definitions on the right with the terms on the left.			
_____ 1	Libel	A	created and controlled by a community of users that interact using the Internet; examples include blogs, Facebook, Twitter, Google +, etc.
_____ 2	Commercial	B	conveys an important message to the public (no specific audience); often instigates the public to take action or further educate themselves
_____ 3	Traditional Media	C	designing the workplace to best fit the worker, reducing strain on the body and enhancing comfort during digital media creation
_____ 4	Social Media	D	programs that are specifically designed to damage a computer when installed; can access personal information, corrupt files, and even erase the hard drive completely
_____ 5	Entertainment	E	a false claim that is spread through electronic means (email, social media, blogs, etc.); examples include chain letters, untrue accusations, etc.
_____ 6	Cyberbullying	F	a published (written or printed) false statement that is damaging to a person's reputation or success
_____ 7	Spam	G	an oral (spoken) false statement that is damaging to a person's reputation or success
_____ 8	Copyright	H	taking someone else's work or ideas and passing them off as your own
_____ 9	Fair Use	I	the use of creative design and computer technology to combine forms of media to reach the audience in various ways
_____ 10	Ergonomics	J	when electrical connections used by digital media equipment are not handled properly, it could result in electric shock, burn, or other injury
_____ 11	Intellectual Property	K	when pieces of digital media equipment and their connecting cables are not managed properly, it could result in blocked walkway or tripping hazard
_____ 12	Electrical Hazards	L	when a person is threatened, harassed, humiliated, tormented, or otherwise targeted using the Internet, mobile phones, or other digital technology
_____ 13	Internet Addiction	M	unwanted emails (usually sent in a large volume) that advertise products or promote services that were not requested by the recipient
_____ 14	Industry Certifications	N	original creations of the mind that can be protected by law; literary and artistic works, designs, symbols, images, names, etc
_____ 15	Tripping Hazards	O	a legal allowance of using a copyrighted material without permission from the owner, provided the circumstances are reasonable and do not make the material less profitable
_____ 16	Virus/Malware	P	a mark (logo, symbol, word, phrase, etc.) legally registered or established by a company to represent a service or product; cannot be used without the permission of the owner
_____ 17	Online Hoax	Q	uses digital media to interactively teach content or demonstrate a process; examples include online tutorials, descriptive animations, etc.
_____ 18	Plagiarism	R	intruding into someone's personal space, using their image or likeness, or revealing information about them without their permission

_____ 19	Digital Media	S	when personal information (SSN, credit card number, passwords, etc.) is stolen and used to gain access to financial or personal accounts
_____ 20	Invasion of Privacy	T	intended to persuade the audience to use or buy a product; examples include commercials, advertisements, and other marketing products
_____ 21	Trademark	U	standardized assessments that use software and terminology commonly found in the industry
_____ 22	News/Informational	V	the exclusive legal right to reproduce, publish, sell or distribute the expression of an intellectual property (literature, design, audio, video, etc.)
_____ 23	Educational	W	intended to captivate an audience and keep them engaged; examples include digital art, movies, video games, music, etc.
_____ 24	Slander	X	informs the audience about recent events and/or provides information about a topic; examples include news casts, online periodicals, etc.
_____ 25	Public Service Announcements (PSA)	Y	communication that was well-established before the Internet age; books, newspapers, magazines, etc.
_____ 26	Identify Theft	Z	a compulsive disorder that causes an unhealthy obsession with the Internet and other digital resources; examples include online gambling addiction, cybersex addiction, social media addiction, etc.

MATCHING – Digital Graphic Concepts Objective 103.01

Directions: Match the definitions on the right with the terms on the left.			
_____ 1	Paint program	A	a process of reducing a file's size without losing any pixel information
_____ 2	Draw program	B	the amount something can be seen through
_____ 3	Bitmap	C	bitmap format, most common format for digital photographic images and websites
_____ 4	Vector	D	masks, which let you manipulate, isolate, and protect specific parts of an image
_____ 5	RGB	E	the amount of hue in a color relative to the level of white, black or gray present
_____ 6	CMYK	F	An 8-bit image, which has a color depth of 256 colors
_____ 7	Color depth	G	smoothing the lines or transitions between neighboring colors and shapes in an image
_____ 8	Indexed color depth	H	a process that approximates and adds colors that are not part of an image's original color palette
_____ 9	Full color depth	I	many values of one color
_____ 10	Hue	J	File format that is unprocessed or uncompressed, also call digital negatives for digital cameras
_____ 11	Saturation	K	primarily used in animation and video
_____ 12	Monochromatic	L	colors side by side on the color wheel
_____ 13	Analogous	M	used in computer and TGV monitors and most desktop printers; creates colors by mixing the three colors in varying amounts
_____ 14	Complementary	N	bitmap format, full-color format, used to create icons, recognized by all operating systems
_____ 15	Anti-Aliasing	O	used in color printing, creates colors by removing colors to create others
_____ 16	Dithering	P	bitmap format, primarily used in developing images for the web
_____ 17	Opacity	Q	allows the user to create or edit vector graphics
_____ 18	Alpha Channels	R	the name given to a color
_____ 19	Lossless Compression	S	created from mathematical formulas used to define lines, curves, and nodes (drawing points), edited in draw programs, resolution-independent
_____ 20	Lossy Compression	T	bitmap format, indexed color, supports still and animated images
_____ 21	GIF	U	the number of distinct colors an image can contain, or the number of bits per pixel that can be displayed on a computer screen
_____ 22	JPEG	V	allows the user to create and edit bitmapped graphics
_____ 23	TIFF	W	opposite colors on the color wheel
_____ 24	RAW	X	bitmap format, supports any resolution and color depth from 2 to 24 bit, and is the referred file format for desktop publishing
_____ 25	BMP	Y	A 24-bit image, which has a color depth of about 16.7 million colors
_____ 26	TGA	Z	Consist of grids of tiny dots called pixels and have a fixed resolution and cannot be resized without altering image quality
_____ 27	PNG	AA	a process of reducing a file's size by altering and/or eliminating some pixels

MATCHING – Digital Animation Concepts **Objective 104.01**

Directions: Match the definitions on the right with the terms on the left.

_____ 1	Keyframes	A	file format developed by Microsoft for the Window Media video player, not good for streaming
_____ 2	Tweening	B	file format developed by Apple for the QuickTime video player, also known as QuickTime movie format or movie format; best used for streaming
_____ 3	Anchor point	C	a location, typically at the center of an object, that is the center of rotation or enlargement; can be added to modify an objects' size, movement, shape, etc.
_____ 4	Transition	D	the beginning and ending parts of an animation sequence that indicate where a particular action starts and stops
_____ 5	Render	E	file format viewed by Adobe Flash Player, the dominant format for displaying "animated" vector graphics on the Web
_____ 6	Animated GIF	F	the process of applied edits, effects, and transitions
_____ 7	SWF	G	a software feature that creates the frames between keyframes
_____ 8	MOV	H	a change from one clip to another
_____ 9	AVI	I	a bitmap format often used on the World Wide Web, created by joining together a series of individual frames; used for small animations and low resolution film clips, supports frame-based animation

MATCHING – Digital Audio Concepts   Objective 105.01

Directions: Match the definitions on the right with the terms on the left.

_____ 1	Compression Wave	A	a common measurement of loudness
_____ 2	Amplitude	B	a device that allows you to control the input and output audio levels during recording or live performances
_____ 3	Wavelength	C	slides up and down or side to side (GB); used to adjust volume
_____ 4	Frequency	D	same as loudness
_____ 5	Decibel	E	inputs that are not amplified on an audio board, typically used for devices that have a very strong signal or their own form of amplification, such as synthesizers
_____ 6	Pitch	F	volume
_____ 7	Sampling Rate	G	a standard audio file format for Apple computers
_____ 8	Sample Size	H	a small mic typically attached to the talent's clothing
_____ 9	Audio Channels	I	note of a sound that we experience is determined by its wavelength or its frequency
_____ 10	Cutting	J	also known as audio resolution or bit depth, refers to the number of bits of data in each sample; the more bits the better the sound quality of the recording
_____ 11	pasting	K	software used to compress the file before transmitting and to decompress it at the receiving end, different codecs use different algorithms and are not necessarily compatible.
_____ 12	Mixer	L	refers to the number of times per second a device records a value or set of values of the sound wave being created
_____ 13	VU Meters	M	turning an audio track into clips
_____ 14	Track level	N	a Windows streaming audio file format; can be of any size compressed to match many different connection speeds, or bandwidths
_____ 15	Master fader	O	a part of the audio board that alters the output sound, often with settings for low, mid, and high frequencies
_____ 16	Line level inputs	P	most common way to connect digital audio and video to a computer, has very fast data transfer rates and is often used to connect portable hard drives; brand name from Apple Inc. and is known internationally as IEEE 1394 High Speed Serial Bus.
_____ 17	Equalizer	Q	the process of transmitting audio/video files over the Internet that begin playing as the remaining data is being transferred to the user's computer, first developed by Real Audio
_____ 18	Audio gain	R	contain ceramic or quartz crystals linked with a diaphragm or directly exposed to acoustic waves; susceptible to handling noise from the microphone itself and from the connecting cable
_____ 19	Streaming	S	converts incompatible or obsolete data into a more suitable format, works like a translator or interpreter to adapt files so that different playback devices can be used to access the file by translating the file into a raw format, then translated to the format compatible with the user's device
_____ 20	Compression	T	putting the clips of an audio track back together
_____ 21	Codec	U	standard audio format for music on the Internet

_____ 22	Transcoding	V	the rate at which the waves pass a given point (number of vibrations per second)
_____ 23	Bandwidth	W	to exceed standard or prescribed audio levels; pinning VU needle
_____ 24	Dynamic Microphone	X	type of microphone that uses changes in an electrical current to product a strong signal; requires an external power source (phantom power), and usually used in studio environments, not very durable, and are susceptible to moisture
_____ 25	Condenser Microphone	Y	allows each individual channel (or track) on an audio board to be balanced with the others regardless of differing input levels or microphone sensitivities
_____ 26	Piezoelectric Microphone	Z	a format for recording music from a keyboard controller; does not include actual musical notes
_____ 27	Lavalier Microphone	AA	a microphone without a physical cable connecting it directly to the sound recording or amplifying equipment with which it is associated
_____ 28	Wireless Microphone	BB	type of audio connection offers the best audio quality and is the choice for profession applications, typically carries an analog signal
_____ 29	Ribbon Microphone	CC	a type of connection used by professionals but not the preferred connection; widely used in the music industry to connect some microphone applications, connect speakers, amplifiers, and guitars; the number of rings tell how many channels the cable is capable of handling
_____ 30	RCA	DD	the distance from one crest to another
_____ 31	XLR	EE	a process used to reduce the size of a file
_____ 32	Mini	FF	sound wave
_____ 33	Phono	GG	a set of sliders or knobs on an audio board to adjust the audio signal
_____ 34	Firewire	HH	the volume level of an individual track
_____ 35	MP3	II	common audio and video connector which has been around since the 1940's and is still used in modern electronics, red typically carries the right
_____ 36	WAV	JJ	individual recordings and sound
_____ 37	MIDI	KK	a standard audio file format for Microsoft and IBM PCs, not as compressed as MP3
_____ 38	AIFF	LL	a set of sliders on an audio board that controls the output signal level
_____ 39	AAC	MM	uses electromagnetic induction (a diaphragm, which is similar to your eardrum, inside the mic is connected to a coil that rests inside the magnetic field of a permanent magnet, when the coil moves a signal is generated then amplified), very durable, somewhat resistant to moisture, power provided by audio mixer
_____ 40	WMA	NN	mic that uses the velocity of air molecules passing over a thin corrugated strip of aluminum placed over a magnet, good sound quality but very fragile, best for studio use when shock-mounted
_____ 41	Trim	OO	a standard audio file format for portable devices such as phones and gaming systems; one of the audio compression formats defined by the MPEG-2 standard and boasts higher quality audio reproduction than MP3 and requires 30% less data to do so.
_____ 42	Gain	PP	the rate of data transferred in a given amount of time over a network, usually measured in bits per second (bps); affected by how many people are using it at one time
_____ 43	Fader bar	QQ	a visual representation of the output level of an audio board in real time.

_____ 44	Overmodulate	RR	type of audio connection typically offers a decent signal for no-professional application, but has poor audio quality, often used for modern audio players and consumer electronics, also known as TRS (tip, ring, sleeve) with the number of rings telling the user if the plug is stereo (two rings) or mono (one ring)
_____ 45	Distortion	SS	an alteration of a sound waveform, resulting from overmodulation; often done intentionally

MATCHING – Digital Video Concepts   Objective 106.01

Directions: Match the definitions on the right with the terms on the left.				
_____ 1	NTSC	A	analog television broadcasting system first used in France
_____ 2	PAL	B	set of standards developed for digital television transmission that replaced much of the analog NTSC television system
_____ 3	SECAM	C	connector that carries an RF (radio frequency) signal and is commonly found on the back of consumer VCRs and TVs
_____ 4	ATSC	D	a type of video cable connector commonly used in television production, locks together securely with a ¼ turn twist
_____ 5	Aspect Ratio	E	includes a key light, backlight, and fill light
_____ 6	Frame Rate	F	for displaying animated vector graphics
_____ 7	SWF	G	uncompressed digital audio/video cable, new standard digital interface cable for consumer electronics
_____ 8	MOV	H	the amplification of the video signal by boosting the iris on the camera (low, medium, high)
_____ 9	WMV	I	a standard file format for DVD
_____ 10	AVI	J	the analog television broadcasting system used in the United States
_____ 11	MPEG-2	K	basically means color balance, a function which gives the camera a reference to "true white", incorrectly configured shows up as pictures with orange or blue tints
_____ 12	MPEG-4	L	the file format used to deliver video over the Internet using Adobe Flash player
_____ 13	FLV	M	RGB used for television, computers, etc., uses additive color by displaying images using red, green and blue in varying degrees
_____ 14	BNC	N	carries standard-definition video, but not audio, better image quality than a composite signal cable
_____ 15	HDMI	O	a standard file format for Blu-ray disk which uses a greater compression and achieves a higher quality of video on the Internet
_____ 16	S-Video	P	transfers data from 1.5Mbits/sec per channel to 480 Mbits/sec, depending on cable and device, usually intended for consumer use, less expensive than Firewire
_____ 17	Coaxial	Q	includes a key light and a fill light
_____ 18	Component video	R	the speed at which video frames appear, usually measured in frames per second (fps)
_____ 19	USB	S	developed by Microsoft computers for Window media video player, not good for streaming
_____ 20	Two point lighting	T	an adjustable opening (aperture), which controls the amount of light coming through the lens (ie. the "exposure")
_____ 21	Three point lighting	U	is the dimension of width and height, also known as frame size

_____ 22	Iris	V	an analog television broadcasting system used in large parts of the world outside of the US
_____ 23	Video Gain	W	developed by Microsoft for streaming video
_____ 24	White Balance	X	to remove frames from the beginning, middle, or end of a clip
_____ 25	Trim	Y	developed by Apple for the QuickTime video player, also known as QuickTime movie format or movie format, best used for streaming

MATCHING – Digital Media Concepts   Objective 107.01

Directions: Match the definitions on the right with the terms on the left.

_____ 1	HTML	A	consistently places links that allow the site users to easily access documents and web pages (external & internal) as well as target links within the same webpage
_____ 2	XML	B	the first markup language that allowed users to create documents for the web
_____ 3	XHTML	C	allows computer interaction without the use of code
_____ 4	JavaScript	D	allows the user to interact with a site by sending data to a server site and returning the processed information, can also be used to query data on a website
_____ 5	PHP	E	often referred to as a visual editor, allow the user to design and manipulate a website without using programming code
_____ 6	CSS	F	a markup language used to create new Internet languages, used for communicating data between applications.
_____ 7	FLASH	G	server-side web development scripting language which allows for requests to be processed on the web server to generate interactive web sites
_____ 8	Flowchart	H	compressing graphics files to allow a website to load faster, take up less bandwidth, and put less work on the server
_____ 9	Graphic optimization	I	allows content to be placed anywhere on a webpage, more common layout
_____ 10	Navigation System	J	tags that create a gridded structure in which content can be placed
_____ 11	Graphical User Interface	K	separates the presentation (look & formatting) of a page from its content; allows a web designer to define a common look and layout for a website that can be used by any number of the site's pages by simply referencing the file
_____ 12	WYSIWYG	L	allows multiple hyperlinks to a single graphic
_____ 13	Hyperlink	M	connect a webpage to documents, webpages, or locations
_____ 14	Page Layout	N	usually consist of either tables or layers to arrange website components
_____ 15	Layer	O	a more simplistic programming language to be used for enhanced user interfaces and dynamic websites, usually used as a client-side script that runs on the viewer's browser
_____ 16	Tables	P	the current standard markup language for designing web pages; tags must always be closed
_____ 17	Rollover	Q	refers to a web design feature that allows the end user to see or hear a change when their cursor is located on a link
_____ 18	Image Map	R	a visual representation of the pages in a website and what other pages they are linked to; a more detailed version is known as a skeleton
_____ 19	Webform	S	capable of combining vector or bitmap images and including video or animation for the web, creates advanced interactivity, and used to create websites, games and advertisements