



## **ADVANCED MULTIMEDIA DEVELOPMENT (CIC2P13) Tutorial – Week 12**

### **Activity**

Group Discussion & Presentation – Notes from reference book

To divide students into groups of 4 to 6 for future group discussions.

To find out the summary for the following main points through group discussion. All students from each group to share their findings.

P62 – 66, P70 - 87

#### **1. What is the meaning of “vector” in this book?**

**Give some examples of the “vector”**

**How a vector is graphically represented? (Draw and explain)**

**Explain the applications of vectors in Flash.**

#### **2. Vectors can be divided up into x and y components. It is called resolving the vector.**

**Adding vectors together is called superposition.**

**How can the concepts be applied in Flash to solve the balloon problem? (p62 to 65)**

#### **3. What is “Physics”? (and show real-life examples of occurrences of physics, use action not words)**

**What is speed? What is velocity? What are their differences?**

**How can speed and velocity concepts be applied in Flash? (2 ActionScript examples)**

#### **4. What is “Acceleration”? (formula and explanation)**

**What is Newton’s First Law?**

#### **5. What is Newton’s Second Law?**

**What is Newton’s Third Law?**