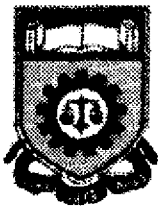


**MEDICAL INSTRUMENTATION SUBJECT :  
A MULTIMEDIA APPROACH USING SCALA MM200**

This thesis is presented in partial fulfillment for the award of the  
Bachelor in Electrical Engineering (Hons) of  
**INSTITUT TEKNOLOGI MARA**



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I also would like to express my appreciation to those who have devote their time either directly or indirectly, especially friends who have been together through happy and difficult moment during our stay in ITM.

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## **ABSTRACT**

This project aims to make the Medical Instrumentation subject which is offered by Faculty of Electrical Engineering become easier to understand and exciting for the students to learn. This project does not deny the function of the lecture in the normal class but this project try to become the alternative way to students to understand this subject after the normal class and may be use as the overall revision or as tutorial.

Scala Multimedia MM200 used as the main software with an addition of other software to design a proper presentation. This project contains the summary and short notes of almost topics from the syllabus of this subject, with figures, graphics and glossary of the certain scientific medical word.

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# CHAPTER 1

## 1.0 INTRODUCTION

First of all, as a designer and presenter of multimedia applications, consider how the information can be gathered. 10 percent from hear the words, 40 percent from the way the words are said and 50 percent from what has been seen. That means that what the audience sees on the screen accounts for half of what they will learn from your presentation. That doesn't mean the importance of text and speech should be downplayed but as a designer any presentation, definitely should be aware of the power of the visual image.

When visual material accompanies narration or spoken material, the visual should be especially brief, it should be displayed first and backed up with word or should be heard the words first and back up the words with the visual. On-screen presentations should be make shorter by forgetting some of the long-standing rules of language that were taught in school.

The difference between multimedia screens and a printed page or a photograph, of course is that sound and motion in addition to layout, color, shape and shading can be used to get our message across.