

Name: _____ Date: _____

Digital Media Technologies

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| 1. Content which can be created, viewed, distributed, modified and stored within electronic devices. | A. Editing |
| 2. Design a user can see when interacting with a device. | B. Hardware |
| 3. Connection between two or more devices allowing for sharing and collaborating. | C. Exporting |
| 4. Program which manages the hardware and software on a computer. | D. Storing |
| 5. Programs used within computers which provide operating information. | E. Digital Media |
| 6. Physical equipment used in digital media. | F. Saving |
| 7. Process of preparing to create a project. | G. Software |
| 8. Process of bringing content from the device used to create or capture it onto an electronic device to be edited or stored. | H. Planning |
| 9. Process of making corrections or improvements to digital media. | I. Importing |
| 10. Designates where and how a file will be stored. | J. Operating Systems |
| 11. Location where files are safe and protected. | K. Networks |
| 12. Process of transferring content from the site of creation to a site for publishing or viewing. | L. User Interfaces |