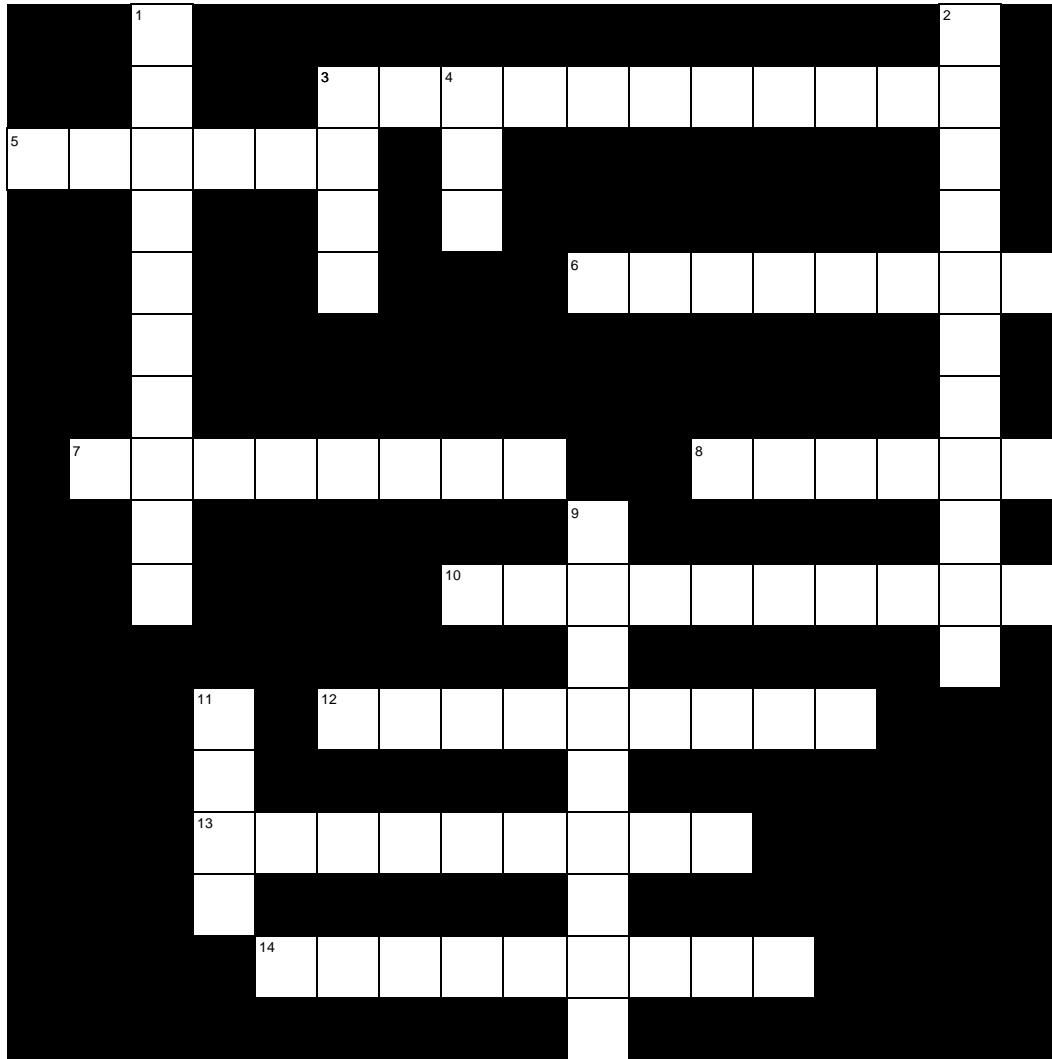


## Chapter 10. Streaming Media and Synchronized Multimedia



### Across

- 3. Keep audio and video together correctly in a streaming media file.
- 5. Used to capture video to send via the Web.
- 6. Move data from a remote computer to a local one.
- 7. Turn audio, video or text into a computer format.

- 8. Real-time feed from an audio or video source, encoded in such a way that the media can begin playing steadily
- 10. Free software from Real Networks.
- 12. Yahoo's directory of audio and video content.

- 13. Simultaneous transfer and display of the sound and images on the World Wide Web.
- 14. Apple's brand of multimedia.

### Down

- 1. Simultaneous broadcast of a live event over the Web.
- 2. Microsoft's free player for streaming media.

- 3. A new language used to synchronize multimedia.
- 4. Provides 24-hour audio news streams.
- 9. Time and space required to send data over the Internet.
- 11. Protocol developed by Real Networks and used for streaming media to the desktop.