

As a L3 student beginning advanced ICT studies (Multimedia, Networking, and Software Development), explain how the physics concepts from Units 1, 2, and 3 basic measurements, motion in one dimension, and motion in two dimensions are essential in the design, functioning, and optimization of modern digital systems. How do accurate measurements (Unit 1), motion principles (Unit 2), and vectors/projectile concepts (Unit 3) practically influence how multimedia animations are created, how network signals travel, and how software interacts with hardware?. are you from multimedia production? Software development? or Networking? answer this question regarding on your field of study, explain well your answer.