請用中文翻譯並解釋下列名詞：(50%, 5 points for each)

1. Digital Storytelling

2. HTTP Live Streaming

3. Telecommunication

4. Media Monopoly

5. Media hegemony

6. Convergence

7. Multi-touch display

8. Augmented reality interface

9. User experience

10. Contextual design

請用中文翻譯下列短文 (30%)
I. Paragraphs(20%)

Though a great many of the services provided by kiosks are strictly utilitarian, the jobs they do so efficiently can be harnessed equally well for entertainment, infotainment, or promotion. If you can create a virtual tour of a retail store, for example, can you not just as easily create a virtual tour of the solar system, or of a historic battleground, or a theme park? And if you can ask a kiosk to print out a receipt for an ATM transaction, can you not also ask it to print out a prize for playing a game, a list of fun facts, or information about a new product?

II. Abstract (10%)

This article characterizes the usability of 14 common, everyday products using the System Usability Scale (SUS). More than 1,000 users were queried about the usability of these products using an online survey methodology. The study employed two novel applications of the SUS. First, participants were not asked to perform specific tasks on these products before rating their usability but were rather asked to assess usability based on their overall integrated experience with a given product. Second, some of the evaluated products were assessed as a class of products (e.g., "microwaves") rather than a specific make and model, as is typically done. The results show clear distinctions among different products and will provide practitioners and researchers with important known benchmarks as they seek to characterize and describe results from their own usability studies. (*Resource: International Journal of Human-Computer Interaction, 29 (2), p.67, 2013*)

請用英文回答下列問題(20%)：
What is the synthesis of media monopoly and the negation (opposition)?