Mark Scheme:

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| --- | --- |
| 1 | 44,100 KHz |
| 2 | One mark each   * The height of the wave (analogue sound) is measured/sampled (at regular/set intervals) (1) Turned into/stored as binary (1) |
| 3 | 2 marks per effect   * The quality will improve (1) ... because the sound wave is more accurate to the original (1) * The file size will increase (1).. because there are more samples to store (1) |