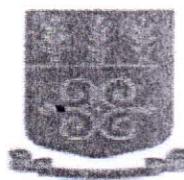


STUDENT'S ID NO: _____

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UNIVERSITY OF GHANA
DEPARTMENT OF TEACHER EDUCATION
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END OF YEAR TWO SEMESTER TWO EXAMINATIONS, 2020/2021

B.ED. PROGRAMME

COURSE CODE: TEEG 202

COURSE TITLE: MULTIMEDIA DEVELOPMENT AND USE FOR EARLY GRADE
SECOND SEMESTER

Instruction: Answer all questions in Section A and any three in Section B.

Time: 2 hours

SECTION A

[25 Marks]

Answer all the questions in this section.

1. Multimedia involves the integration of the following media elements Except
 - A. Animation
 - B. Audio
 - C. Automation
 - D. Video
2. Which of the following is the best definition for virtual reality?
 - A. Any computer game involving graphics
 - B. A 3D Simulation of a real or imagined environment using computers
 - C. A Simulator which requires special eyeglasses
 - D. The process of coding in another dimension

3. Which of the following is *not* a benefit for using multimedia in education?
 - A. Deeper understanding
 - B. Improved problem solving
 - C. Increased distraction
 - D. Increased positive emotions
4. The major factor to be considered in multimedia file is the
 - A. Bandwidth
 - B. Length
 - C. Size
 - D. Width
5. All of these are examples of instructional media **Except**
 - A. Chalkboard
 - B. Charts
 - C. Manuals
 - D. Visual
6. The process of executing instructions which are technology-driven is
 - A. Computer Science
 - B. Educational Technology
 - C. Instructional Technology
 - D. Software Engineering
7. Moving Picture Expert Group (MPEG) is used to compress
 - A. Animation
 - B. Frames
 - C. Images
 - D. Video
8. All the following are basic elements of visual design **Except** ...
 - A. Balance
 - B. Biases
 - C. Contrast
 - D. Emphasis
9. Which of the following is **NOT** a proper Norm and/or Guideline for using multimedia tools in Education?
 - A. It should also be attractive and interactive
 - B. It should be able to motivate users.
 - C. It should help to improve the logical thinking skills of users.
 - D. Students study the same things at the same time and place
10. In designing children's 'see-saw' artifact which of the basic principles will you consider?
 - A. Balance
 - B. Contrast
 - C. Depth
 - D. Harmony
11. Light-weight digital devices that can be taken along and used are collectively called
 - A. Computers

- B. Handheld Devices
C. Mobile Phones
D. Tablets PCs
12. The electronic counterpart of a printed book, which can be viewed on a desktop or laptop computer or PDA is called
A. E-book
B. E-learning
C. E-text
D. Video
13. A is a multimedia application that attempt to model real-life situation on a computer
A. Audio
B. Drill
C. Simulation
D. Tutorial
14. The process by which a series of graphical images are displayed one after the other to simulate movement is termed as
A. Animation
B. Drill
C. Multimedia
D. Simulation
15. A form of training in which the material resides on web pages accessible through World Wide Web is
A. computer-based training
B. e-learning
C. internet training
D. web based training
16. Which of the following is not a multimedia application?
A. Apple Systems
B. Hypermedia Courseware
C. Interactive Television
D. Virtual reality
17. Which of the following is a text which contains links to other texts?
A. Adobe Acrobat
B. Hypermedia
C. Hypertext
D. World Wide Web
18. Video, audio and animation are moving objects; we call it elements
A. dynamic
B. hypertext
C. static
D. synthetic
19. The multimedia element that explains idea through a picture is called

- A. animation
B. audio
C. graphic
D. video
20. Which of the interactivity is a two-way communication process?
A. Linear
B. Hypertext
C. Multimedia
D. Non-linear
21. In which year was satellite technology used to broadcast educational programs to local students?
A. 1950s
B. 1960s
C. 1980s
D. 1990s
22. Who believed strongly that community plays a central role in the process of "making meaning"?
A. Brunner
B. Dewey
C. Piaget
D. Vygotsky
23. A middle school teacher has one computer in the classroom that is connected to the Internet. Which of the following would be the most effective plan for student use of this computer?
A. having students use the computer as a reward for superior performance
B. having students use the computer to practice basic computer skills
C. having students use the computer to complete drill-and-practice activities
D. having students use the computer for research activities
24. _____ refers to any type of application or presentation that involves more than one type of media, such as text, graphics, video, animation, and sound.
A. An executable file
B. Desktop publishing
C. Hypertext
D. Multimedia
25. Which of the following activities would be most effective in improving students' skills in critically analysing Internet-based information?
A. Evaluating news-related web sites for objectivity
B. Learning to use Web-browsing software
C. Using an electronic dictionary to look up vocabulary words
D. Using an online encyclopaedia to find information for a research paper

SECTION B

Attempt any three (3) questions

~ All questions carry equal marks (25 marks each)

1.

- a) What is Educational Technology? (5 marks)
- b) State and explain five (5) importance of using technology in teaching and learning (10 marks)
- c) What is constructivism? Discuss the relevance of the constructivist theories to development and use of learning materials in primary schools. (10 marks)

2.

- a) Briefly explain any four (4) components of multimedia. (8 marks)
- b) How can each of the components can be integrated in teaching and learning. (7 marks)
- c) Explain the importance of developing and using multimedia resources in teaching. (10 marks)

3.

- a) What is a resource centre? (5 marks)
- b) State and discuss five (5) advantages of having a resource centre in your school (10 marks)
- c) State and explain five benefits and five challenges of handheld devices used in the classroom. (10 marks)

4.

- a) With at least 3 examples explain how teaching and learning materials developed from community resources can be used to teach various concepts at the primary school. (10 marks)
- b) Briefly explain what Puppets are (5 marks)
- c) State five at least (5) advantages and five (5) disadvantages of using puppets in the classroom (10 marks)

5.

- a) Explain instructional design as a means of improving instruction and learning outcomes in inclusive, multi-grade and developmentally appropriate upper primary classrooms. (10 marks)
- b) Identify the five elements of communication with regard to teaching and learning in primary schools. (5 marks)
- c) Examine five (5) barriers to effective communication in primary schools and how to address them. (10 marks)