



UNIVERSITY OF GHANA
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DEPARTMENT OF TEACHER EDUCATION
SCHOOL OF EDUCATION AND LEADERSHIP
COLLEGES OF EDUCATION
END OF SEMESTER TWO EXAMINATIONS FOR LEVEL 200, 2023/2024
B.ED. PROGRAMME

COURSE CODE: TEUP 203

COURSE TITLE: MULTIMEDIA DEVELOPMENT AND USE FOR UPPER PRIMARY

TIME: 2 HOURS

SECTION A

Answer all the questions in this section

1. Multimedia software includes all of the following except _____.
 - A. Animation software
 - B. Audio editing software
 - C. Image editing software
 - D. Utility software
- 2: A multimedia presentation is _____.
 - A. A public meeting place, an open discussion, or any medium such as a newspaper or website designed for the expression of ideas.
 - B. The material or technical process used in communicating or creating something.
 - C. A means for clarifying important points through the use of photographs.
 - D. A technique used to share information by enhancing narration with print sources and nonprint media
- 3: Multimedia materials are combination of _____.
 - A. Text, images, and animation
 - B. Images, animation, and sound
 - C. Text, images, and sound
 - D. Any of these
- 4: _____ are programs designed to play audio and video files.
 - A. Media players
 - B. Ipods
 - C. Media boxes
 - D. Real Players

5. Designing instruction, producing and delivering instructional materials is the job of ...
- A. Headmaster
 - B. Educational Technologist
 - C. Program Designer
 - D. Instructional Technologist
6. What is multimedia?
- A. The process of organizing and managing data in databases
 - B. The use of multiple projectors to display images on large screens
 - C. The integration of various media elements such as text, audio, video, graphics, and animation
 - D. The study of multiple programming languages for web development.
7. It is a pictorial device that presents the learning experiences arranged according to the degree of abstraction. What is it?
- A. The Cone of Experiences
 - B. Three-tiered Model
 - C. Contrived Experiences
 - D. All of the above
8. What is the advantage of using multimedia in presentations or educational materials?
- A. It makes the content more difficult to understand
 - B. It increases the cost of production
 - C. It enhances engagement and comprehension of information
 - D. It reduces the need for interactive elements
9. Theoretical frameworks that attempt to explain how people learn and acquire knowledge, skills and attitude are known as ...
- A. Behaviorism
 - B. Cognitivism
 - C. Learning Theories
 - D. Constructivism
10. An image editing software is
- A. PageMaker
 - B. MS-Word
 - C. Photoshop
 - D. All of the above
11. The process of teaching mouse and keyboarding skills to a student is known as...
- A. Hardware Technology
 - B. TechEd
 - C. Edtech
 - D. Multimedia

12. A good communicator begins his/her presentation with a/an
- A. Complex question
 - B. non-sequitur
 - C. Repetitive phrase
 - D. Ice-breaker
13. Which multimedia element is used to represent visual information and is typically stored as digital images?
- A. Audio
 - B. Animation
 - C. Video
 - D. Graphics
14. What is the purpose of using hyperlinks in multimedia applications?
- A. To embed multimedia files in web pages
 - B. To connect different multimedia elements within a presentation
 - C. To provide navigation and interactivity, allowing users to jump to different sections
 - D. To compress multimedia files for efficient storage
15. Which multimedia element is used to represent moving images with sound and is commonly used in movies and online videos?
- A. Audio
 - B. Animation
 - C. Graphics
 - D. Video
16. which of the following is not an example of communication tool?
- A. multimedia encyclopedia
 - B. teleconferencing
 - C. electronic mail
 - D. chart
17. A path made by a moving point is
- A. Line
 - B. Shape
 - C. Spaced Texture
 - D. None of the above
18. Communication should serve as a conflict reduction exercise
- A. true
 - B. false
 - C. both
 - D. none of the above

19. When is the communication process complete?
- A. When the sender transmits the message
 - B. When the message enters the channel
 - C. When the message leaves the channel
 - D. When the receiver understands the message.
20. The learning cone of experience was developed by...
- A. Edgar Dale
 - B. Jean Piaget
 - C. Lev Vigotsky
 - D. Skinner
21. Abstract learning experiences are located at..... of the cone
- A. Middle
 - B. Top
 - C. Bottom
 - D. Side
22. Which of these is an example of handheld device?
- A. notebook pc
 - B. Video
 - C. Animation
 - D. Audio
23. which of these is not a communication device?
- A. computer
 - B. mobile phone
 - C. tablets
 - D. none of the above
24. Which of the following is a challenge associated with using Multimedia in Education?
- A. Bandwidth limitation
 - B. Improved collaboration
 - C. Assessment
25. Which of the following is not a benefit of handheld devices?
- A. Breaking the Communication Barrier
 - B. New Entertainment forms
 - C. High Convenience
 - D. high cost

SECTION B
[75 MARKS]

ANSWER ANY THREE QUESTIONS FROM THIS SECTION

1. a. What is instructional media? (5marks)
b. List and explain the types of instructional media (10marks)
c. Explain the 5 factors to consider when selecting instructional materials for teaching (10marks)
2. a. Design and annotate Edgar Dale's cone of experience (5marks)
b. State and explain 5 misconceptions of multimedia development (10 marks)
c. List and explain 5 barriers of multimedia development (10marks)
3. a. What is a hand-held device? (5marks)
b. Explain the three major categories of hand-held devices and give 3 examples under each (10marks)
c. State 5 benefits of handheld devices (10marks)
4. a. Explain Constructivist theory (10marks)
b. Identify and explain the four stages of Jean Piaget's cognitive development. (12marks)
c. What is Educational Technology? (5marks)
5. What is Multimedia? (5marks)
b. List and explain three (3) properties of an image (10marks)
c. Identify two (2) differences between Educational and Instructional Technology (10marks)