

STUDENT'S ID NO: _____ SIGNATURE: _____



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DEPARTMENT OF TEACHER EDUCATION
SCHOOL OF EDUCATION AND LEADERSHIP
COLLEGES OF EDUCATION
END OF SEMESTER ONE EXAMINATIONS FOR LEVEL 300, 2021/2022
B.ED. PROGRAMME

COURSE CODE: TEJS 207

COURSE TITLE: MULTIMEDIA AUTHORIZING IN EDUCATION

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

Duration: 2 hours

SECTION A

[25 Marks]

Answer all the questions in this section. Each question attracts one (1) mark

1. The process of assembling different types of media content like text, audio, image, animation and video as a single stream of information is called
 - A. authoring evolution
 - B. authoring systems
 - C. interactive content design
 - D. multimedia authoring

2. A tool that helps non-professional programmers like teachers to create interactive multimedia and hypermedia learning environments is known as.....
 - A. authoring systems
 - B. coding system
 - C. multimedia teaching tools
 - D. programming tools

3. An authoring system usually requires authoring language which involves.....
 - A. algorithmic thinking
 - B. coding system
 - C. programming language
 - D. system designing

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4. Which of the following is not a feature of authoring tools?
 - A. Coding features
 - B. Editing and organizing features
 - C. Interactivity features
 - D. Playback features

5. The benefits of an authoring system in education that makes it easy to access interactive content such as games, audio, and videos contribute to its
 - A. complexity
 - B. evolution
 - C. simplicity
 - D. technological advantage

6. The ability to use an authoring system to create multimedia presentations that can run on smartphones, tablets and personal computers contributes to its.....
 - A. availability
 - B. collaboration and teamwork
 - C. multi-device compatibility
 - D. simplicity

7. Object-oriented programmers primarily focus on
 - A. Procedures to be performed
 - B. The step-by-step statements needed to solve a problem
 - C. Objects and the tasks that must be performed with those objects
 - D. The physical orientation of objects within a program

8. Which of the following is the best definition for Virtual Reality?
 - A. A 3D simulation of a real or imagined environment using computers
 - B. A simulator which requires special eye glasses
 - C. Any computer game involving graphics
 - D. The process of coding in another dimension

9. Which of the following statements is false?
 - A. A class encapsulates all of an object's attributes and behaviors
 - B. A class is considered an object
 - C. An example of an attribute is the minutes variable in a time class
 - D. An object created from a class is referred to as an instance of the class

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10. Which of the following is not an OOPS concept?
- A. Abstraction
 - B. Encapsulation
 - C. Exception
 - D. Polymorphism
11. In Ms. PowerPoint presentation, the special effects used to introduce slides are known as
- A. Animation
 - B. Annotations
 - C. Design
 - D. Transitions
12. The last action in a Drill and Practice cycle is
- A. Setting goals
 - B. Program judges the response
 - C. The item is displayed
 - D. The item is selected
13. In these authoring systems, multimedia elements and interaction cues or events are organised as objects in a structural framework.
- A. Card-Based Metaphor
 - B. Icon-based/Flow -control Metaphor
 - C. The Scripting metaphor
 - D. Time-based metaphor
14. The instructional programme that provides repetition exercise, used as a mean of teaching and perfecting a skill or procedure is best referred to as:
- A. Drill and practice
 - B. Games
 - C. Multimedia
 - D. Simulation
15. Assembling different types of media content like text, audio, image, animation and video as a single stream of information with the help of various software is best referred to as:
- A. Multimedia authoring
 - B. Multimedia authentic
 - C. Multimedia autopsy
 - D. Multimedia authentication

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16. This is an instructional strategy that offers the opportunity to learn in a realistic environment and practice problem solving skills without danger.

- A. Drill and practice
- B. Games
- C. Simulation
- D. Tutorial

17. The technique used to blend two or more images to form a new image is known as

- A. Modeling
- B. Morphing
- C. Animating
- D. Warping

18. The access points where users interact with multimedia designs is known as

- A. Interactivity
- B. Client-Post
- C. Point-to-point
- D. User Interface

19. All the following are associated with objects, EXCEPT ...?

- A. Behaviour
- B. Identity
- C. State
- D. User

20. The basic unit of object-oriented programming is

- A. block
- B. module
- C. object
- D. token

21. All the following are components of an authoring system EXCEPT:

- A. Control of content delivery
- B. Content organisation
- C. Type(s) of assessment
- D. Type of software

22. Select the valid reasons for using simulation.

- A. Conduct experiments without disrupting the real system
- B. Optimized solutions are obtained
- C. Relationship between the variables is linear
- D. When teacher is not in class

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23. Images that can be captured from devices such as digital cameras or scanners are called?

- A. Bitmap Images
- B. Captured Images
- C. Live Images
- D. Vector Images

24. The main objective of using authoring system in teaching and learning is to ...

- A. attract students interest during learning
- B. boost the achievement of learning outcomes
- C. create very interactive learning environment
- D. make teaching to be very simple

25. Reusability is a desirable feature of a language as it

- A. decreases the testing time
- B. lowers the maintenance cost
- C. reduces the compilation time
- D. Both (a) and (b)

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SECTION B

[75 Marks]

Answer any three questions in this section. Each question attracts 25 marks

- 1a. Briefly explain the term authoring paradigm. [5Marks]
b. Explain the following terms and state one example for each: [20Mrks]
- i. Slide Show
 - ii. Icon/flowchart Metaphor
 - iii. Card / scripting metaphor
 - iv. Timeline Metaphor
- 2a. What is a Metaphor as used in Multimedia Authoring? [4 marks]
b. State and explain four (4) design metaphors in Multimedia authoring. [16 marks]
c. State any five (5) types of Multimedia Applications. [5 marks]
- 3a. State and explain three (3) factors to consider in choosing a metaphor for a project. [9 marks]
b. Explain the four (4) main concepts of Object - Oriented Programming. [16 marks]
- 4a. A colleague teacher in your school believes that the use of multimedia in the classroom is a waste of time and money, with specific examples, discuss five reasons to convince your colleague on reasons for using multimedia in the classroom? [25 marks]
- 5a. Briefly explain the term Reusability. [4marks]
b. State and explain *three* (3) importance of the concept of reusability [12 marks]
c. Explain the following as used in multimedia and graphics [9 marks]
- i. Courseware
 - ii. Hypermedia
 - iii. Tutorials