



UNIVERSITY OF GHANA  
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DEPARTMENT OF TEACHER EDUCATION  
SCHOOL OF EDUCATION AND LEADERSHIP  
COLLEGES OF EDUCATION  
END OF SEMESTER ONE EXAMINATIONS FOR LEVEL 200, 2022/2023  
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. Which of the following term is in relation to producing of multimedia?  
A. Editing  
B. Shooting  
C. Story board  
D. Special effect
  
2. Which of the following term is in relation to post producing of multimedia?  
A. Editing  
B. Shooting  
C. Story board  
D. Special effect
  
3. Which of the following is considered in authoring language?  
A. algorithmic thinking  
B. coding system  
C. programming language  
D. system designing
  
4. Which of the following is associated with pre-production of multimedia?  
A. Editing  
B. Shooting  
C. Story board  
D. Special effect

5. When you are asked to save a Photoshop file, which of the following format will you use?
- A. DOC
  - B. JPEG
  - C. ODT
  - D. PSD
6. Which format contains a photorealistic image?
- A. CDR
  - B. DOC
  - C. JPEG
  - D. PSD
7. In your work as a multimedia authoring experts, which of the following tools will you use to form a universal document exchange?
- A. Acrylics
  - B. Adobe Acrobat
  - C. CorelDraw
  - D. PageMaker
8. If your client brings an image file to effect some changes, which of the following software will you use?
- A. Adobe Acrobat
  - B. CorelDraw
  - C. PageMaker
  - D. Photoshop
9. Which of the following statements is false?
- A. A class encapsulates all of an object's attributes and behaviours
  - 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
10. Which of the following is an advantage of an icon based authoring tool?
- A. Busy scheduling of multimedia product.
  - B. Complex interaction and layering of multimedia product
  - C. Simple linear interaction and layering of multimedia product
  - D. Video presentation of multimedia product
11. Which of the following best describes multimedia interactivity?
- A. Planned scenes of movement
  - B. Sequential order of movement
  - C. System controls movement
  - D. User controls movement

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. Bitmap images are usually made up of .....  
A. photos  
B. pictures  
C. plain image  
D. pixels
14. What is the importance of compressing an image?  
A. Reduce the monitor pixels for storage  
B. Reduce the number of bytes required to store  
C. Reduce the picture clarity for storage  
D. Reduce the refresh rate for storage
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 authentication  
C. Multimedia autopsy  
D. Multimedia authentication
16. The authoring system where elements and events are organised as object in a structural framework is known as .....  
A. Card based  
B. Graphic based  
C. Icon based  
D. Time based
17. The software that is used in the frame paradigm to remove errors is called .....  
A. Debriefing  
B. Debugger  
C. Developer  
D. Drilling
18. A pre-designed document or files which can be used to develop a new document without having to think about formatting or programming is known as .....  
A. Design  
B. Layout  
C. Multimedia  
D. Template

19. Which of the following is not a stage in a multimedia project?

- A. Designing
- B. Forecasting
- C. Planning
- D. Testing

20. 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

21. Which of the following is not a feature of Authoring tools?

- A. Cross platform
- B. Object oriented
- C. Playback
- D. Programming

22. The basic unit of object-oriented programming is .....

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

23. Which of the following is not an audio file format?

- A. JPEG
- B. MP3
- C. WAV
- D. WMA

24. All the following are not valid reasons for using simulation, EXCEPT.....

- 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

25. Reusability is a desirable feature of a language which .....

- A. Card metaphor
- B. Icon metaphor
- C. Slide metaphor
- D. Timeless metaphor

**SECTION B**  
**[75 Marks]**

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

1. Discuss any five (5) features of Multimedia Authoring tool  
(25marks)
2. As a student-teacher, identify any four (4) factors to take into consideration in multimedia content design.  
(25mrks).
- 3a. What is a Metaphor as used in Multimedia Authoring?  
(5 marks)
- 3b. State and explain any FOUR metaphors in Multimedia Authoring  
(20 Marks)
- 4a. Explain the concept of multimedia.
- 4b. State and discuss FOUR (4) multimedia elements and indicate their usefulness in teaching and learning.  
(25 marks)
5. State and explain any FIVE (5) paradigms in Multimedia Authoring.