UNIVERSITY OF GHANA

DEPARTMENT OF TEACHER EDUCATION
SCHOOL OF EDUCATION AND LEADERSHIP
COLLEGES OF EDUCATION
END OF YEAR TWO SEMESTER EXAMINATIONS, 2023/2024
B.ED. PROGRAMME

COURSE CODE: TEEG 202

COURSE TITLE: MULTIMEDIA DEV. & USE FOR EARLY GRADE

Instruction: Answer all questions in Section A and any three (3) in Section B.

Time: 2 hours

SECTION A

[25 Marks]

SECTION A

From the options lettered A-D circle the one that corresponds to the correct answer. All questions carry equal marks.

1. A visual/picture representation of a project is called a/an
   A. Objectives of the list
   B. Storyboard
   C. Alpha test
   D. Beta test
2. What does the acronym ADDIE stand for when discussing Learning Objectives (Frankson, 2016)?
   A. Analysis, design, develop, implementation and evaluation
   B. Analysis, design, delivery, imagine, evaluate
   C. Acquire, design, deliver, implementation, evaluation
   D. Analyze, deliver, design, imagine, examine
3. Computer Based Tutorials are _____ learning aids.
   (A) Self learning
   (B) Self tutor
   (C) Self paced
   (D) Self taught
4. The phase of the ADDIE model that includes such activities as writing the course outline, deciding on color schemes and storyboarding is the ....
   A. Integration phase
   B. Design phase
   C. Develop phase
   D. Testing phase
5. We can reduce the size of the video files by _____ them.
   A. compressing
   B. converting
   C. zipping
   D. morphing
6. Multimedia means the use of more than one ....in communication.
   A. file
   B. number
   C. media
   D. sound
7. Engineers design cars before producing them by a multimedia application called
   A. computer-aided design
   B. computer-aided coding
   C. computer-aided development
   D. computer-aided development
8. The multimedia element that makes object move is called
   A. audio
   B. graphic
   C. animation
   D. video
9. What is the first and most basic element of design?
   A. line
   B. color
   C. shape
   D. size
10. Music and speech can be stored in the computer as ....files
    A. Video
    B. analog
    C. audio
    D. Graphic

11. To convert conventional image to digital images............are used
    A.cameras
    B.scanners
    C.Computers
    D.audio devices
12. What is the most common way to discover a media type?
    A.by file name
    B.by file location
    C.by file extension
    D.audio video internet
13. MP3 is an extension for a
    A. Sound
    B.video
    C.grphic
    D.data

14. During phase two of the multimedia application development, the attention or focus changes from planning to production
    A. True
    B. False
    C. None of the above
    D. All the above
15. Questions should be asked mainly to
    A.keep the class awake
    B.catch the lazy ones
    C.obtain the active participation of the class.
    D.encourage the best ones.
16. All the following are multimedia elements except
    A. Digital
    B. Text
    C. Animation
    D. Video
17. SME means ....
    A. Subject matter expert
    B. Story matter expert
    C. Subject maker expert
    D. Story mater expert

18.According to Jean Piaget, the first stage of a child's development is

    A. sensorimotor
    B. preoperational
    C. concrete operational
    D. formal operational
19.According to constructist learning theory, the attainments of higher-oder cognitive functioning is contigent on:
    A. having a teacher or mentor who guides instruction
    B. cooperative learning
    C. operant condition
    D. adequate nutrition

20. A beta test is typically conducted with
    A. Target audience
    B. Designers
    C. Developers
    D. Employees
21. Joint Photographic Experts Group (JPEG) is used to compress
    A.music.
    B.pictures.
    C.images.
    D.frames.
22. The 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. Multimedia
    D. Hypertext
23. Effective communication pre-supposes
    A.Non-alignment
    B.Domination
    C.Passivity
    D.Understanding

24. Animations can be of _____ or _____ dimensional.
    (A) three, two
    (B) one, three
    (C) one, two
    (D) two, three
25. The multimedia element that explains idea through a picture is called............
    A. Audio
    B.Video
    C.Graphic
    D.Animation

SECTION B

[75 Marks]

*Answer any **three** questions in this section*

1. State and explain the **ADDIE** instructional design model by outlining all the relevant steps. [25 marks]

2. a. Explain **five (5)** challenges that affect effective communication in the classroom. [10 marks]
b. Explain how (**a**) above can be resolved in the classroom. [10 marks]
c. Mention **five (5)** elements of visual design.   [5 marks]

3a. State and explain any five (5) multimedia elements
3b. Differentiate between Alpha and Beta testing.

4a. Outline **four** misconceptions about using multimedia resources in the classroom.[8 marks]
(ii.) Explain **one** advantage of using multimedia for teaching and learning in the classroom. [2 marks]
b. List **five** criteria for selecting multimedia resources. [5 marks]
c. State and explain **five** characteristics of computer system [10 marks]

5 . a. State and explain **five (5)** principles of visual design. [10 marks]
b. State and explain **five** principles that ensure effective communication in the classroom [10 marks]
c. List **five** basic elements of communication. [5 marks]

Good Luck.