



**VI Semester B.C.A. Examination, June/July 2025**  
**(NEP Scheme)(F+R)**  
**COMPUTER APPLICATIONS**  
**CAV 2 : Electronic Content Design (Vocational – II)**

Time : 2½ Hours

Max. Marks : 60

**Instruction : Answer all the Parts.**

**PART – A**

I. Answer **any four** questions. **Each** question carries **two** marks. **(4×2=8)**

- 1) What is E-Learning ? Write its benefits.
- 2) Write any two characteristics of Millennial Learners.
- 3) What is SCORM ?
- 4) Write the advantage of wireframing in UX Design.
- 5) Define CSS.
- 6) Write the features of Wordpress.

**PART – B**

II. Answer **any four** questions. **Each** question carries **five** marks. **(4×5=20)**

- 7) Explain the role of Learning Management System (LMS) in the E-Learning environment.
- 8) Explain the best practices of online learning.
- 9) What is ASSURE model ? Explain with its advantages and disadvantages.
- 10) Explain the concepts of Color theory principles in digital media design.
- 11) What are the key elements of User Experience (UX) design ?
- 12) What is social media calendar ? Explain the steps involved in developing a social media content calendar.

**P.T.O.**



## PART – C

III. Answer **any four** questions. **Each** question carries **eight** marks.

(4×8=32)

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| 13) a) Explain different tools to create online course.                  | 4 |
| b) Explore the future of E-content.                                      | 4 |
| 14) Explain the phases in the design and development of E-content.       | 8 |
| 15) a) Explain different types of learning objects.                      | 4 |
| b) Write a note on reusability of E-content.                             | 4 |
| 16) What is prototyping ? Explain different types of prototyping.        | 8 |
| 17) a) Explain importance of image editing in graphic design.            | 4 |
| b) Define typography. Write its importance in design.                    | 4 |
| 18) a) Explain the importance of HTML and CSS for E-content Development. | 4 |
| b) Explain the role of copyright and ethics in digital content.          | 4 |
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