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SULTAN IDRIS
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SULTAN IDRIS EDUCATION UNIVERSITY

UNIVERSITI PENDIDIKAN SULTAN IDRIS

PEPERIKSAAN AKHIR
FINAL EXAMINATION
SEMESTER 2 SESI 2022/2023
SEMESTER 2 SESSION 2022/2023

CODE : MEP3013   COURSE : INSTRUCTIONAL TECHNOLOGY AND DESIGN IN COURSEWARE DEVELOPMENT

DATE: 2 6 JUL 2023   DURATION: 1 HOUR 30 MINUTES

ARAHAN / *INSTRUCTIONS*

1. Kertas ini mengandungi **SATU (1)** bahagian: **A**.
   This question paper consist only ONE (1) section: A.

2. Jawab **SEMUA** soalan.
   Answer ALL questions.

3. Jawab **SEMUA** soalan di dalam buku jawapan yang disediakan.
   Answer ALL questions in the answer booklet provided.

4. Kertas soalan ini akan dikumpul semula pada akhir peperiksaan.
   Question paper will be collected immediately after the examination.

   Kertas soalan ini mengandungi 3 muka surat termasuk muka hadapan
   This question paper consists of 3 printed pages including front page

PROGRAMME :_____

YEAR: 2023   CLASS GROUP: _____

REGISTRATION NO: _____

IDENTITY CARD NO:

LECTURER: <u>DR. ERNI MARLINA SAARI</u>

TIDAK DIBENARKAN MEMBUKA SOALAN SEHINGGA DIBERITAHU
DO NOT OPEN THIS QUESTION PAPER UNTIL YOU ARE TOLD TO DO SO

Section A: structured questions (60 Marks)

Instruction: Answer ALL questions in the answer booklet provided.

1. Recently, most institutions offer their students opportunities to learn a foreign language. You and your team have been assigned to develop an interactive educational courseware for higher education students for foreign language learning. You can choose any foreign language you want to work on.

   a. Learning theories are the basis for designing instructional solutions to achieve desired learning outcomes.
      I) Choose **one (1)** learning theory that can be applied in this courseware and give your justification for choosing that theory. **[2 marks]**
      II) Discuss in detail **two (2)** design principles that can be used in designing this interactive educational courseware.

      [6 marks]

   b. Choose one of the **instructional system designs (ISD) model** to develop this courseware, explain in detail the activities to be carried out in the first three stages.

      [12 marks]

2. Most people infected with the COVID-19 virus will experience mild to moderate respiratory illness and recover without requiring special treatment. Older people, and those with underlying medical problems like cardiovascular disease, diabetes, chronic respiratory disease, and cancer are more likely to develop serious illness. The best way to prevent and slow down transmission is to be well informed about the COVID-19 virus, the disease it causes and how it spreads. The government has decided to educate the public about COVID-19, and your company has been asked to develop a mobile application to fulfil the government's goal.

   a. Define **one (1)** learning goal for this mobile application.

      [1 mark]

   b. Identify **four (4)** learning objectives that are well aligned with learning goal in 2(a).

      [4 marks]

   c. By choosing **three (3)** elements of multimedia, explain briefly how these elements will be implemented in the mobile application to help in achieving the learning objectives in 2(b).

      [6 marks]

   d. Explain **three (3)** Mayer's principles of multimedia learning and give an example for each principle of your mobile application interface.

      [9 marks]

[See next page

3. Please answer the following questions:

   What is intrinsic motivation and extrinsic motivation and how these **two types** of motivation can be explained in details in terms of Game Development.

   [10 marks]

4. Assuming you are going to evaluate the design of your game. Explain how the evaluation to be carried out using heuristic evaluation technique.
   (Hint: You may list of steps taken to do the evaluation).

   [10 marks]

END OF QUESTIONS