

COLLEGES OF EDUCATION
MULTIMEDIA DEVELOPMENT AND USE IN UPPER PRIMARY
SAMPLE QUESTIONS

Options in **Bold text** are the correct answers

1. Multimedia involves the integration of any of the following media elements except
 - A. Animation
 - B. Audio
 - C. Automation**
 - D. Video
2. If the definition for multimedia is combination of media, what is the best definition for hypermedia?
 - A. Linked concepts
 - B. Linked media**
 - C. Separate concepts
 - D. Separate media
3. A good example of hypermedia in actual use is
 - A. Audiotape
 - B. Level Video
 - C. The Internet**
 - D. Videotape
4. Interactive books include;
 - A. Both interactive storybooks and text**
 - B. Instructional games
 - C. Interactive storybooks
 - D. Interactive texts
5. Which of the following is the best definition for virtual reality?
 - A. Any computer game involving graphics
 - B. A 3D Simulation of a real or imagined environment using computers**
 - C. A Simulator which requires special eye glasses
 - D. The process of coding in another dimension
6. Which of these is **not** likely to be the responsibility of a multimedia project?
 - A. Create budgets and timelines for the projects**
 - B. Create interfaces
 - C. Ensure the visual consistency of the project
 - D. Structure content
7. Which of the following is a computer based presentation technique?
 - A. Data processing
 - B. Multimedia**

- C. Slides
 - D. Tutorials
8. Conversion of analog waves to digital format is called
- A. Echo
 - B. Frequency
 - C. Sampling
 - D. Sound forge**
9. The major factor to be considered in multimedia file is the
- A. Bandwidth
 - B. Length
 - C. Size**
 - D. Width
10. What is the main folder on a storage device called?
- A. Device driver
 - B. Interface
 - C. Platform
 - D. Root directory**
11. The technique of identifying recurring set of information and replacing them by a single piece of information is called ...
- A. Compression**
 - B. Synthesize
 - C. Vector Graphics
 - D. Virtual reality
12. is the technique of distorting a single image to represent something.
- A. Modeling
 - B. Morphing
 - C. Rendering
 - D. Warping**
13. is a popular technology that allows an electronic device to exchange data using radio waves
- A. Internet
 - B. Intranet
 - C. LAN
 - D. Wi-Fi**
14. All of these are examples of instructional media **except**
- A. Chalkboard
 - B. Charts
 - C. Manuals
 - D. Visual**
15. Which of the following sectors can multimedia application be used

- A. business
 - B. education
 - C. health
 - D. all of the above**
16. What is concerned with the development, application, and evaluation of system, techniques and aids to improve the process of human learning?
- A. Computer Science
 - B. Educational Technology**
 - C. Instructional Technology
 - D. Software Engineering
17. The process of executing instructions which are technology-driven is
- A. Computer Science
 - B. Educational Technology
 - C. Instructional Technology**
 - D. Software Engineering
18. Technology of education is also referred to as
- A. Educational technology**
 - B. Instructional Technology
 - C. Technology in Education
 - D. Technology in Instruction
19. The untested hunch, a conjecture or a guess without supporting evidence is....
- A. a matter of fact
 - B. proverb
 - C. theory**
 - D. Wise saying
20. The following are characteristics of theory except.....
- A. consistent
 - B. simple
 - C. stable
 - D. unbeatable**
21. What is a multimedia file?
- A. it is the same as any other file**
 - B. Must be accessed at specific rate
 - C. Stored at remote on server cannot be delivered to its client
 - D. None of the mentioned above.
22. refers to any type of application or presentation that involves more than one type of medium.
- A. An executable file
 - B. Desktop publishing
 - C. Multimedia**

- D. Hypertext
23. A smaller version of an image is called a
- A. Bitmap
 - B. Clipart**
 - C. Portable Network Graphic
 - D. Thumbnail
24. Moving Picture Expert Group (MPEG) is used to compress
- A. Animation
 - B. Frames
 - C. Images
 - D. Video**
25. All the following are basic elements of visual design **except** ...
- A. Balance
 - B. Biases**
 - C. Contrast
 - D. Emphasis
26. Which of the following basic element of visual design best describes the surface characteristics of a material that can be experienced through the sense of touch or the illusion of touch: rough, smooth, soft, hard glossy?
- A. Colour
 - B. Shape
 - C. Texture**
 - D. Value
27. Knowledge is constructed by adapting new information based on previous experience
- Identify the type of learning theories described above.
- A. Behaviorism
 - B. Cognitivism
 - C. Confusivism
 - D. Constuctivism**
28. In designing children's 'see-saw' artifact which of the basic principles will you consider?
- A. Balance**
 - B. Contrast
 - C. Depth
 - D. Harmony
29. Which of the following medium is most appropriate for consolidation of learning?
- A. Graphics
 - B. Sound
 - C. Text

D. Video

30. Which of the following is not a multimedia material used in the classroom?
- A. Audio tapes
 - B. DVDs
 - C. Microfiche
 - D. White Board**
31. Light-weight digital devices that can be taken along and used are collectively called
- A. Computers
 - B. Handheld Devices**
 - C. Mobile Phones
 - D. Tablets PCs
32. The electronic counterpart of a printed book, which can be viewed on a desktop or laptop computer or PDA is called
- A. E-book**
 - B. E-learning
 - C. E-text
 - D. Video
33. Which of the following storage devices are best suited for storing videos?
- I. Floppy Disk II. Zip Disk III. DVD IV. Hard Disk
- A. I, III and IV only
 - B. III and IV only**
 - C. II and III only
 - D. All of the above
34. Ais a multimedia application that attempt to model real-life situation on a computer
- A. Audio
 - B. Drill
 - C. Simulation**
 - D. Tutorial
35. The process by which a series of graphical images are displayed one after the other to simulate movement is termed as
- A. Animation**
 - B. Drill
 - C. Multimedia
 - D. Simulation

36. is a form of training in which the material resides on web pages accessible through World Wide Web
- A. Computer-based training
 - B. E-learning
 - C. Internet training
 - D. Web based training**
37. Which of the following application software has multimedia features and capabilities that allow you to combine text and graphics for teaching and learning?
- A. Microsoft Access
 - B. Microsoft Excel
 - C. Microsoft PowerPoint**
 - D. Microsoft Word
38. The Acronym JPEG stands for
- A. Joint Photo Experts Gross
 - B. Joint Photographic Experts Group**
 - C. Joint Photographic Expression Group
 - D. Joint Processor Experts Group
39. Which of the following is **Not** a multimedia application
- A. Apple Systems**
 - B. Hypermedia Courseware
 - C. Interactive Television
 - D. Virtual reality
40. is a text which contains links to other texts
- A. Adobe Acrobat
 - B. Hypermedia
 - C. Hypertext**
 - D. World Wide Web
41. The multimedia which is delivered through web pages is called.....
Multimedia
- A. CD-based
 - B. Tape-based
 - C. TV-based
 - D. Web-based**
42. refers to the way users communicate with a multimedia application or program
- A. Authorware
 - B. Interactivity**

- C. Internet
 - D. Toolbook
43. video, audio and animation are moving objects; we call it elements
- A. Dynamic**
 - B. Hypertext
 - C. Static
 - D. Synthetic
44. Music and speech can be stored in the computer as
- A. Analog
 - B. Audio**
 - C. Graphics
 - D. Video
45. To edit letters and numbers, editors are used
- A. Audio
 - B. Graphics
 - C. Text**
 - D. Video
46. The multimedia element that explains idea through a picture is called
- A. Animation
 - B. Audio
 - C. Graphic**
 - D. Video
47. In ICT, using multimedia means using various; the process involves interaction between the technology and the user.
- A. Arts
 - B. Design
 - C. Media**
 - D. News
48. interactivity is a two-way communication process.
- A. Linear
 - B. Hypertext
 - C. Multimedia
 - D. Non-linear**
49. An improvement to the CD-ROM is the that can store better quality video
- A. Blu-ray**
 - B. DVD

- C. VCD
 - D. Floppy Disk
50. With multimedia authoring software you can make
- A. Demo disk and guided tours
 - B. Games and interactive web sites
 - C. Video productions and animations
 - D. All of the above**
51. What is concerned with the development, application, and evaluation of system, techniques and aids to improve the process of human learning?
- A. Computer Science
 - B. Educational Technology**
 - C. Instructional Technology
 - D. Software Engineering
52. In which year was satellite technology used to broadcast educational programs to local students.
- A. 1950s
 - B. 1960s
 - C. 1980s**
 - D. 1990s
53. The act of reframing the world and new experiences into the mental capacity already present is
- A. Accommodation**
 - B. Assimilation
 - C. Experimentation
 - D. Understanding
54. How many stages of development was proposed by Piaget?
- A. 3
 - B. 4**
 - C. 5
 - D. 6
55. Which of the Piaget development stages children use their new ability to represent objects in a wide variety of activities?
- A. concrete operational
 - B. formal operational
 - C. Preoperational**
 - D. sensor motor
56. Who believed strongly that community plays a central role in the process of "making meaning"?

- A. Brunner
 - B. Dewey
 - C. Piaget
 - D. Vygotsky**
57. Which of these is **not** valuable of using instructional media?
- A. Arousal of Interest
 - B. Clarify Concepts
 - C. faster communication**
 - D. Provision of variety
58. The following are types of instructional media **except**
- A. Audio visual
 - B. Print
 - C. transparencies**
 - D. Visual
59. Edgar Dale theorized that learners retain more information by what they
- A. do**
 - B. hear
 - C. listen
 - D. read
60. According to Edgar Dale cone of Experience, the least effective method of teaching is at the.....
- A. bottom
 - B. middle
 - C. top**
 - D. none of the above
61. 35. Which of the following is **not** the reason for using models in the classroom?
- A. Abstract constructions
 - B. Physically inaccessibility
 - C. To explain processes
 - D. none of the above**