



UNIVERSITY OF EDUCATION, WINNEBA  
INSTITUTE FOR TEACHER EDUCATION AND  
CONTINUING PROFESSIONAL DEVELOPMENT  
(ITECPD)



037  
015

END-OF-FIRST-SEMESTER EXAMINATIONS. JUNE, 2023

LEVEL 200

COURSE CODE: JBT 232

COURSE TITLE: MULTIMEDIA AUTHORIZING IN EDUCATION

TIME ALLOWED: 2 HRS

STUDENT'S INDEX NUMBER:

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**GENERAL INSTRUCTIONS:**

- This paper is made up of ONE SECTION.
- The Section is made up of six essay type questions.
- Answer any FOUR questions in your answer booklet.
- Each question carries equal marks. You are expected to start each question on a new page.
- You are expected to hand over your answer booklet to the invigilator before you leave the examination hall.

**Instruction:** Answer any four (4) questions in the answer booklet provided.

1. A visual programming approach to organizing and presenting multimedia is suitable to multimedia development. Discuss the icon-based and the book-based metaphor in relation to visual programming, giving two (2) examples each. (25 marks)
2. A class teacher was on an assignment at the district office, yet he managed to engage and interact with his students on their computers at the same time in the absence of the internet. Examine five (5) ways this was possible. (25 marks)
3. Authoring is the creation of programs and databases for interactive computer applications. Elaborate on any five (5) authoring processes used to construct a computer-assisted instruction. (25 marks)

- a.) Tutorial is an example of courseware. Explain what it is and argue in **four (4)** ways when it will be appropriate to use it in a lesson. **(15 marks)**
- b.) In Agogo Demonstration School, students have difficulty in typing. Examine any **two (2)** ways you would help them to overcome their difficulty. **(10 marks)**
5. Multimedia authoring tool makes it easier to create full scale multimedia projects. Examine into detail any **five (5)** multimedia authoring tools available for multimedia development. **(25 marks)**
6. Authoring metaphor also known as authoring paradigms, is the methodology for authoring multimedia application. Examine **five (5)** paradigms of multimedia authoring. **(25 marks)**

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