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JBT232: MULTIMEDIA AUTHORIZING IN EDUCATION

TIME ALLOWED: 2 HOURS

LEVEL: 200

INSTRUCTIONS:

1. Attempt **all** questions in sections A and B and **Two (2)** in section C.
2. Each question is followed by four options, **A – D**.
3. Write the letter corresponding to the correct answer in the options provided in the **answer booklet**.
4. The total marks for this paper is **40**.

SECTION A: ANSWER ALL THE QUESTIONS IN THIS SECTION

1. Which one of the following is the use of courseware?
 - A. Assessing of student's data
 - B. Keeping track of student's records
 - C. Implementation of instructional tactics
 - D. Processing student's data
2. Which of the following multimedia elements places the most performance demand on the computer?
 - A. Animation
 - B. Sound
 - C. Text
 - D. Video
3. What is a major benefit of using multimedia/hypermedia in learning?
 - A. It allows students a variety of ways to show their abilities
 - B. It increases motivation for learning
 - C. It makes it possible for students to understand how they learn
 - D. It prepares many students for careers in film and theatre
4. Moving Picture Experts Group (MPEG) format is used to compress ...
 - A. frames
 - B. images
 - C. audio
 - D. video
5. Which one of the following is NOT an advantage of simulation software?
 - A. Accuracy of models
 - B. Makes experimentation safe ✓
 - C. Makes the impossible possible ✓

- D. Saves money and other resources
6. The following are characteristics of authoring systems except ...
- A. availability
 - B. complexity
 - C. reducing cost to buy software
 - D. simplicity
7. Which one of the following does NOT belong to the family of multimedia database? Data
- A. Analysis
 - B. Modeling
 - C. Representation
 - D. Retrieval
8. Which of the following is NOT a type of courseware?
- A. Drill and practice
 - B. Problem solving
 - C. Simulation
 - D. Virtual reality
9. The following are classification of multimedia authoring systems except ...
- A. card or page-based
 - B. icon-based or event-driven
 - C. media-based
 - D. time-based
10. Problem solving software helps learners to ...
- A. computerize models
 - B. create problems
 - C. foster skills in problem-solving
 - D. increase motivation
11. A software that provides exercises where students work example items and receive immediate feedback on their performance is known as ...software
- A. drill and practice
 - B. gaming
 - C. simulation
 - D. try and error
12. Which of the following applications can function as an authoring tool?
- A. Adobe Photoshop
 - B. Lotus 123
 - C. Ms. PowerPoint
 - D. Ms. Publisher
13. The special effect used to introduce each slide in a presentation is called ...
- A. animation
 - B. bulleting
 - C. mapping

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- D. transition
14. The programs or software specifically designed for educational purposes and learned with the help of a computer is ...
- A. authorware
 - B. courseware
 - C. drill and practice
 - D. tutorials
15. All the following are types of graphic file format extensions except ...
- A. gif
 - B. jpeg
 - C. png
 - D. txt
16. Which of the following is NOT a stage in multimedia project?
- A. Designing
 - B. Forecasting
 - C. Planning
 - D. Testing
17. An example of image editing software is/are ...
- A. Ms. PowerPoint
 - B. Ms. Word
 - C. PageMaker
 - D. Photoshop
18. Cross platform authoring tools are necessary for ...
- A. compatibility
 - B. different users
 - C. multi-language support
 - D. versatility
19. An organized collection of structured information or data typically stored electronically in a computer system is known as ...
- A. data mining
 - B. data structure
 - C. database
 - D. repository
20. A type of multimedia application that allows for two-way interaction is known as ...
- A. integrated courseware
 - B. integrated multimedia
 - C. interactive multimedia
 - D. two-dimensional courseware

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SECTION B: ANSWER ALL THE QUESTIONS IN THIS SECTION (10 MARKS)

1. Courseware designed to provide fun activities to motivate learners is referred to as ...
2. The type of tutorial that directs learners on their own path based on their responses is known as
3. In card or page-based authoring systems, elements are arranged as
4. What is the meaning of the acronym RDBMS?
5. Digital technology helps ... what is being taught in class.....
6. The property of an object or something having many forms is called
7. Multimedia authoring is the process of ... and developing multimedia products.
8. HTML stands for
9. A series of images put together to give the effects of movement is called.....
10. A step by step interactive learning resource similar to the teacher in the classroom is known as ... software

SECTION C: ANSWER ANY TWO (2) QUESTIONS OF YOUR CHOICE

1.
 - a. What is simulation? (2 marks)
 - b. List any 2 advantages of simulation. (4 marks)
 - c. Differentiate between courseware and software. (4 marks)
2. Explain the following terms (2.5 mks Each)
 - a. Animation
 - b. Multimedia authoring system
 - c. Graphics
 - d. Pixel
3.
 - a. Explain Computer Aided Design as used in multimedia and graphics. (2 marks)
 - b. What is reusability? (2 marks)
 - c. Discuss any 3 importance of reusability. (6 marks)
4.
 - a. Mention 5 characteristics of scripting languages. (5 marks)
 - b. State and explain any 2 challenges associated with multimedia databases. (5 marks)

Simulation refers to as the reality or images pictured as

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