



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



END OF FIRST SEMESTER EXAMINATIONS, APRIL, 2024

LEVEL 200

COURSE CODE: JBT 231:

COURSE TITLE: EDUCATIONAL AND INSTRUCTIONAL TECHNOLOGIES

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 five essay type questions.
- Answer any THREE 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 three (3) questions in the answer booklet provided.

1. Explore the socio-cultural **implications** of technological innovations in education, examining how shifts in educational technology have both reflected and influenced broader societal values and norms. (10 marks)
 - a. Discuss the distinction between assistive and adaptive technologies, considering how these technologies address the diverse needs and limitations of individuals with disabilities. (10 marks)
2. Analyze the multifaceted impact of current trends in educational technology, including e-learning, video-assisted learning, and the integration of blockchain technology. Assess the potential benefits and challenges associated with these trends, considering their implications for student engagement, academic integrity, and the future of education. (20 marks)

3. Critically evaluate the role of emerging technologies, such as artificial intelligence (AI), gamification, and immersive learning with virtual reality (VR) and augmented reality (AR), in reshaping educational paradigms and pedagogical approaches. (10 marks)
 - b. Provide examples of assistive and adaptive technologies, such as mobility devices, hearing aids, and speech recognition systems, and analyze their effectiveness in enhancing the functional capabilities and quality of life for people with disabilities (10 marks)
4. Examine the role of gamification in transforming traditional educational paradigms, emphasizing its potential to enhance student motivation, engagement, and learning outcomes. Evaluate the effectiveness of gamification initiatives in addressing diverse student needs, including those with dyslexia or other special educational needs. (20 marks)
5. Assess the challenges and opportunities associated with promoting inclusion in education, considering factors such as cultural diversity, socio-economic disparities, and systemic barriers, and propose recommendations for advancing inclusive practices in educational settings. (20 marks)

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