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INSTITUTE FOR TEACHER PROFESSIONAL DEVELOPMENT AND
LIFELONG LEARNING (ITPDLL)

END OF FIRST SEMESTER EXAMINATION 2024/2025

COURSE CODE	EJC 232
COURSE TITLE	Multimedia Authoring
DURATION	TWO HOURS

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SECTION A (20 MARKS)

Each of the questions below is followed by four options, lettered A, B, C, and D. Choose the option that best completes each statement and write the letter A, B, C, or D of the option you have chosen in your Answer Booklet.

1. Which of the following **best** describes multimedia authoring?
A) Writing a book with multiple authors
B) Creating a multimedia product by integrating text, graphics, audio, video, and animation
C) Developing an AI system for multimedia editing
D) Using only text-based content in a presentation
2. What is the main advantage of using multimedia databases?
A) They only support text-based storage
B) They simplify the management of large multimedia files
C) They eliminate the need for metadata
D) They are slower than traditional databases
3. Which of the following is **NOT** a feature of multimedia authoring tools?
A) Editing features
B) Organizing features
C) File encryption
D) Interactivity features
4. What is the primary purpose of courseware in multimedia education?
A) To store large multimedia files
B) To provide structured and interactive learning experiences
C) To restrict students from using multimedia elements
D) To create new database models
5. Which type of courseware allows students to practice skills through repeated exercises?
A) Tutorial Software
B) Simulation Software
C) Drill and Practice Software
D) Gaming Software

6. In multimedia applications, which element is used to create a sequence of moving images?
 - A) Graphics
 - B) Video
 - C) Audio
 - D) Animation
7. The process of creating a multimedia presentation by specifying the sequence of events along a timeline is called:
 - A) Object-oriented authoring
 - B) Timeline-based authoring
 - C) Frame-based authoring
 - D) Script-based authoring
8. Which of the following is NOT a type of multimedia database?
 - A) Linked multimedia database
 - B) Embedded multimedia database
 - C) Distributed multimedia database
 - D) Object-oriented multimedia database
9. One of the advantages of simulation software in multimedia learning is:
 - A) It makes real-life experimentation unnecessary
 - B) It provides a safe environment for learning complex concepts
 - C) It eliminates the need for teacher supervision
 - D) It only focuses on entertainment, not learning
10. The primary challenge of using gaming software in education is:
 - A) It is too interactive for students
 - B) It often lacks proper instructional design
 - C) It cannot be used for practice exercises
 - D) It is difficult to integrate multimedia elements
11. What is the primary goal of using courseware in educational contexts?
 - A. Enhancing individualized learning experiences.
 - B. Facilitating peer-to-peer interaction.
 - C. Increasing teacher workload.
 - D. Providing entertainment.
12. Which metaphor is characterized by the organization of multimedia content along horizontal axis, representing time, allowing for detailed temporal sequencing?
 - A. Book Metaphor
 - B. Icon Metaphor
 - C. Slide Show Metaphor
 - D. TimeLine Metaphor
13. In the context of problem-solving multimedia resources, what role does feedback play?
 - A. Discourages learner autonomy
 - B. Limits engagement
 - C. Promotes understanding by guiding learners to correct solutions
 - D. Reduces complexity

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14. Which feature is most characteristic of 'Drill and Practice' in educational multimedia?
- A. Enables repeated practice of exercises to enhance mastery and retention of knowledge.
 - B. Focuses on offering a virtual environment for learners to test their problem-solving skills.
 - C. Includes elaborate narratives to facilitate understanding through real-life scenarios.
 - D. Utilizes dynamic content to simulate real-world phenomena for experiential learning.
15. In multimedia authoring, which metaphor allows users to explore and access multimedia elements by clicking on images or symbols?
- A. Book Metaphor
 - B. Icon Metaphor
 - C. Slide Show Metaphor
 - D. TimeLine Metaphor
16. Which multimedia authoring metaphor uses a sequence of slides to present information, akin to a traditional presentation?
- A. Book Metaphor
 - B. Icon Metaphor
 - C. Slide Show Metaphor
 - D. TimeLine Metaphor
17. Which element is crucial for an effective educational simulation?
- A. Accurate representation of real-world scenarios
 - B. Limited user roles
 - C. Minimal interaction
 - D. Text-heavy instruction
18. In the context of gaming authoring as a courseware, what is the primary benefit it offers to students?
- A. Enhancing engagement through interactive experiences
 - B. Increasing physical textbook usage
 - C. Limiting access to online resources
 - D. Minimizing the use of digital devices
19. Which option best describes an authoring system in the context of multimedia courseware?
- A. A database of educational images and videos
 - B. A software tool that helps create and organize content
 - C. A technology for improving internet speeds
 - D. A tool for assessing student performance
20. What is the role of 'Simulation' in multimedia education?
- A. It allows learners to observe and interact with a model of a system or process
 - B. It encourages students to perform live role plays in class
 - C. It is a written script for players in a learning game
 - D. It provides access to library resources online

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SECTION B (10 MARKS)

This section contains statements. Write true or false for each of the following statements

21. Have you ever clicked a button on a website or app? Button-based interactivity works because users naturally want to press buttons.
22. If you were designing an interactive learning app, you could use buttons to navigate pages or load multimedia files.
23. Imagine you are creating a quiz in a multimedia authoring tool. Using a scripting language would allow you to add interactive elements like timers and score tracking.
24. If you wanted to write a simple script to play a sound in a multimedia project, you would need a complex coding environment, not just a basic text editor. (You can use a basic text editor.)
25. When you use a program like PowerPoint with animations and actions, you are actually using some elements of scripting to control interactivity.
26. Digital technology in education primarily benefits only students, with little impact on teachers or parents.
27. One of the barriers to effective digital education is the affordability of internet-enabled devices for students.
28. Authoring systems rely solely on pre-installed content and do not integrate online resources through hyperlinks.
29. The use of interactive multimedia elements, such as animations and PowerPoint slides, enhances student engagement in digital learning environments.
30. The cost of maintaining internet infrastructure does not significantly influence the price of mobile data.

SECTION C (10 MARKS)

Provide short answers to the following questions

31. Multimedia application software involves the use of different media.....
32. MP3, WAV and WMA are all examples of which file format?.....
33. A multimedia project is said to be.....and user-interactive when users are given branching control.
34. Which multimedia element tasks the computer most in terms of processing speed and bandwidth?.....
35. Write **one** common graphic formats that are used on the web.....
36. When Multimedia applications are developed to mimic real life situations, they can be called.....

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37. The ability to use authoring system to create multimedia presentations that can run on smart phones, tablets and personal computers contributes to its.....
38. The process of assembling different types of media content like text, audio, image, animation and videos as a single stream of information by teachers is known as.....
39. A tool that helps people who are not professional programmers to create interactive multimedia and hypermedia learning environment is known as.....
40. Interactive training that is delivered via CD ROM is known as.....

SECTION D (20 MARKS)

Answer any two question from this section

41.

- a. What are reusability templates in Authoring Systems? ---- (2 Marks)
- b. Discuss 2 advantages of using templates in Multimedia projects. ---- (2 Marks)
- c. State 2 disadvantages of Courseware. ---- (2 Marks)
- d. What is an authoring environment? Provide examples of commonly used authoring tools. (4 Marks)

42.

- a. Compare and contrast tutorial software and drill-and-practice software. [4 marks]
- b. Discuss 2 challenges of creating and using tutorials by basic school teachers in Ghana. [2 marks]
- c. List 4 ways by which teachers can effectively integrate courseware into their lessons to enhance student learning [4 marks]

43.

- a. Analyze the relationship between authoring interfaces and metaphors such as:
 - i. Slide Show Metaphor
 - ii. Book Metaphor
 - iii. Timeline Metaphor
 - iv. Icon Metaphor. [8 marks]
- b. List 4 authoring tools that an ICT teacher can use for developing multimedia content for use in Basic Schools [2 marks]

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