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Universiti Tun Hussein Onn Malaysia

UNIVERSITI TUN HUSSEIN ONN MALAYSIA

**FINAL EXAMINATION
SEMESTER I
SESSION 2021/2022**

COURSE NAME : INFORMATION TECHNOLOGY AND
MULTIMEDIA APPLICATION
COURSE CODE : MBC 10103
PROGRAMME CODE : MBT/MBV/MBM
EXAMINATION DATE : JANUARY / FEBRUARY 2022
DURATION : 2 HOURS 30 MINUTES
INSTRUCTION : 1. ANSWER **ALL QUESTIONS**
2. THIS FINAL EXAMINATION IS AN
ONLINE ASSESSMENT AND
CONDUCTED VIA CLOSE BOOK

THIS QUESTION PAPER CONSISTS OF **THREE (3) PAGES**

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- Q1**
- (a) Discuss what are the **TWO (2)** differences between Impact Printer and Non-Impact Printer? (4 marks)
 - (b) Discuss **FOUR (4)** computer careers that you are familiar with in this 21st century world? (8 marks)
 - (c) Ali needs to prepare his portfolio in a form of Weblogs (Blogs) and Video logs. How do you help Ali to prepare his portfolio using both Weblogs and Video logs? (8 marks)
- Q2**
- (a) Abu is developing teaching and learning multimedia application project, elaborate how the following Productivity Software help him in managing his project effectively? Give example to support your elaboration.
 - (i) Spreadsheet software (3 marks)
 - (ii) Database software (3 marks)
 - (iii) Note taking software (3 marks)
 - (b) Why Usability is important in the product development process? (2 marks)
 - (c) Aminah wanted to use Natural Language as one of the interaction styles in her weblogs. Discuss **THREE (3)** challenges if she uses the Natural Language interaction style in the weblogs? (9 marks)
- Q3**
- (a) Elaborate the following multimedia instruction principles in order to reduce extraneous processing in using Google Map application. Use diagrams to support your elaboration.
 - (i) Spatial Contiguity Principle (5 marks)
 - (ii) Pre-training Principle (5 marks)
 - (b) Discuss **FIVE (5)** User Interface Design Principle that will help Amy in designing an Instructional Materials for her 3D Multimedia Online Course. (10 marks)

- Q4** (a) Explain the following **TWO (2)** learning principles in developing Online Learning and use an illustration or example to support your discussion.
- (i) Behavioral Psychology Principles (6 marks)
 - (ii) Cognitive Psychology Principles (6 marks)
- (b) By using Gestalt Theory Law of Proximity, discuss how the designer should group the following elements in their design as to help users to ease their learning process?
- (i) Icons (4 marks)
 - (ii) Forms (4 marks)
- Q5** (a) Elaborate the following **THREE (3)** visual design processes that highlights pattern in multimedia application development. Use diagrams to support your elaboration.
- (i) Balance (3 marks)
 - (ii) Style (3 marks)
 - (iii) Colour appeal (3 marks)
- (b) Discuss **TWO (2)** advantages why think aloud technique is necessary during the evaluation of an online learning? (6 marks)
- (c) Discuss what are the advantages of using Rapid Prototyping Model in developing Teaching Yoga Physical Exercise Application? (5 marks)

-END OF QUESTIONS-