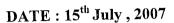THE OPEN UNIVERSITY OF SRI LANKA

DEGREE OF MASTER OF EDUCATION

FINAL EXAMINATION - 2007

ESP 2332 – COMPUTER TECHNOLOGY IN EDUCATION

DURATION : THREE (03) HOURS

DATE : 15th July , 2007   TIME: 9.30 a.m. – 12.30 p.m.

ANSWER THREE (03) QUESTIONS ONLY.

01.   "Educational Technology is merely using equipment, tools or materials to enhance the quality of education"

   i.   Do you agree with the above statement? Justify your answer with a suitable explanation.

   (30 marks)

   ii.   State two main types of current applications of educational technology, and briefly describe three examples for each type.

   (40 marks)

   iii.   Describe three challenges faced by teachers when integrating new technology into the teaching- learning process.

   (30 marks)

02.   "Students should learn with the technology, rather than from the technology in order to achieve a meaningful learning."

   i.   Explain how a meaningful learning will occur, when students learn with technology.

   (30 marks)

   ii.   Describe the expected changes in the roles of teachers and learners, in order to ensure a meaningful learning with technology.

   (30 marks)

   iii.   Explain using an example, how a teacher can provide meaningful learning experiences for students using computer-based technologies.

   (40 marks)

03.   i.   State three "Application Software" and explain their advantages for a teacher educator.

           (30 marks)

      ii.   What are "Instructional Software"? Explain three types of instructional software, with examples.

           (40 marks)

      iii.   Briefly describe three different roles of computers in the process of education.

           (30 marks)

04.   "Instructional Design is the key feature to be considered when designing and developing Computer Assisted Learning (CAL) materials"

      i.   Explain three key design issues to be addressed when designing CAL materials.

           (30 marks)

      ii.   Briefly describe the 5 key stages in the process of designing and developing CAL materials

           (40 marks)

      iii.   Explain three advantages of being a "teacher as a designer" of CAL materials.

           (30 marks)

05.   i.   Define the term "multimedia" and explain how it differs from the term, "multiple media".

           (40 marks)

      ii.   Describe three factors to be considered by a teacher, when selecting appropriate media for teaching-learning process.

           (30 marks)

      iii.   Explain three advantages students will gain, when learning with interactive multimedia.

           (30 marks)

06.   Write short notes on <u>any three (03)</u> of the following.

      i.   The World Wide Web (WWW) as a rich learning environment.
      ii.   Advantages of a Learning Management System (LMS) in the teaching learning process.
      iii.   Use of computers as 'knowledge construction tools'
      iv.   Impact of New Information and Communication Technologies in Education.
      v.   How Interactive multimedia enhance active learning.