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UNIVERSITI TUN ABDUL RAZAK

FINAL EXAMINATION
NOVEMBER 2023

COURSE TITLE	**TECHNOLOGY IN EDUCATION**
COURSE CODE	**EFDO2133**
DATE/DAY	**20 FEBRUARY 2024 / TUESDAY**
TIME/DURATION	**09:00 AM - 11:00 AM / 02 Hour(s) 00 Minute(s)**

INSTRUCTIONS TO CANDIDATES :

1. Please read the instruction under each section carefully.
2. Candidates are reminded not to bring into examination hall/room any form of written materials or electronic gadget except for stationery that is permitted by the Invigilator.
3. Students who are caught breaching the Examination Rules and Regulation will be charged with an academic dishonesty and if found guilty of the offence, the maximum penalty is expulsion from the University.

(This Question Paper consists of 8   Printed Pages including front page)

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This question paper consists of TWO (2) sections. Answer ALL questions in the answer booklet provided.   **[50 MARKS]**

SECTION A   **(20 Marks)**

There are TWENTY (20) questions in this part. Answer ALL questions in the answer booklet.

1.   What is the best definition of educational technology?

   A.   The use of computers and software in schools.
   B.   The application of scientific knowledge to improve educational processes.
   C.   The integration of various digital tools and resources to enhance teaching and learning.
   D.   The development of new textbooks and traditional teaching materials.

2.   How does Educational Technology align with the theoretical framework of behaviorism?

   A.   By emphasizing the importance of student-centered learning and critical thinking skills.
   B.   By promoting the use of technology to enhance collaboration and social learning.
   C.   By integrating multimedia elements and interactive simulations to support experiential learning.
   D.   By employing reinforcement techniques, such as rewards and feedback, to shape and reinforce desired behaviors.

3.   How does gamification contribute to the field of educational technology in the context of student engagement and learning?

   A.   By replacing traditional assessments with video games to make learning more entertaining.
   B.   By incorporating game elements, such as points, badges, and leaderboards, to motivate and engage students in the learning process.
   C.   By discouraging competition among students and promoting a collaborative learning environment.
   D.   By eliminating the need for technology in the classroom, focusing on traditional teaching methods.

4. How do Adaptive Learning Platforms contribute to personalized learning in education?

   A. By enforcing a standardized curriculum for all students.
   B. By providing a one-size-fits-all approach to learning materials.
   C. By tailoring content and pacing to individual student needs and learning styles.
   D. By limiting student access to technology in the learning environment.

5. In a learning environment where students engage with online resources at their own pace outside of the classroom and then participate in interactive activities and discussions during face-to-face sessions, what instructional approach is being used?

   A. Flipped classroom
   B. Blended learning
   C. Synchronous learning
   D. Asynchronous learning

6. Which educational approach involves a mix of in-person and online instruction, allowing students to participate in both face-to-face and digital learning activities?

   A. Flip Classroom
   B. Blended Learning
   C. Synchronous Learning
   D. Asynchronous Learning

7. Which of the following statements is **FALSE** about Learning Management Systems (LMS)?

   A. LMS provides a centralized platform for course administration, documentation, tracking, and reporting.
   B. LMS can enhance collaboration and communication among students and instructors.
   C. LMS is primarily used for physical classroom management.
   D. LMS facilitates the delivery of online courses and materials.

8. What is considered a best practice for teachers using a Learning Management System (LMS)?

   A. Providing limited access to learning materials to encourage student independence.
   B. Using the LMS solely for administrative tasks and not for content delivery.
   C. Creating clear and organized course structures with easily navigable content.
   D. Restricting communication channels to minimize student interaction.

9. Which of the following are the impact of using interactive multimedia in learning?

   I. Increased engagement and motivation among students.
   II. Enhanced retention of complex concepts through interactive visualization.
   III. Limited accessibility for students with diverse learning needs.
   IV. Improved understanding through interactive simulations and real-world applications.

   A. I, II and III
   B. I, II and IV
   C. II, III and IV
   D. I, III and IV

10. _____ refers to a digital communication method that combines various forms of media, such as text, graphics, audio, video, and animations, to engage users in an interactive and dynamic experience.

    A. Printed Media
    B. Electronic Multimedia
    C. Interactive Multimedia
    D. Time-based Media

11. How does technology assist teachers in assessment and feedback?

    A. By automating grading processes, providing timely feedback to students.
    B. By eliminating the need for assessments, encouraging a more student-centric approach.
    C. By discouraging the use of diverse assessment methods to maintain traditional teaching practices.
    D. By minimizing teacher-student interaction in the assessment process.

12.

> Homework Assignments, Classroom Discussion, Quizzes and Polls in class, Report Writing, Project Collaboration

These are these the example of assessment that related to

A. Summative Assessment
B. Formative Assessment
C. Online Assessment
D. Remote Assessment

13. Why is providing feedback, especially with the use of technology, important in the educational context?

A. To create a competitive environment among students.
B. To engage students in off-topic discussions.
C. To guide and support students in their learning process.
D. To discourage the use of technology in the classroom.

14. Which of the following statements are **NOT TRUE** about the impact of the digital divide in education?

I.   Limited access to digital tools and the internet can widen educational inequalities.
II.   The digital divide may result in disparities in students' ability to access online learning resources.
III. Closing the digital divide can contribute to greater social inclusion and equity in education.
IV.   Lack of access to technology can hinder students' participation in remote learning and digital classrooms.

A. I, II and III
B. I, II and IV
C. II, III and IV
D. I, III and IV

15. Which of the following is **NOT** an ethical consideration in tech-driven education?

    A. Student data privacy and protection.
    B. Inclusive access to technology for all students.
    C. The use of artificial intelligence to monitor students' behavior without consent.
    D. Encouraging collaborative and respectful online behavior.

16. Why is it important to measure the effectiveness of implementing technology in education?

    A. To increase the cost of education technology adoption.
    B. To ensure that technology is used without consideration for student outcomes.
    C. To make informed decisions, improve teaching strategies, and enhance student learning experiences.
    D. To discourage the integration of technology in the classroom.

17. Which of the following is **TRUE** on how technology contribute to lifelong learning in the field of education?

    A. By limiting learning opportunities to traditional classroom settings.
    B. By discouraging the exploration of new skills and knowledge beyond formal education.
    C. By providing access to online resources, courses, and collaborative platforms for continuous learning.
    D. By minimizing the role of self-directed learning in the lifelong learning process.

18. Which of the following statements are **TRUE** regarding the use of virtual reality in the classroom?

    I. Virtual reality can enhance student engagement and interest in various subjects.
    II. Incorporating virtual reality allows students to experience immersive and realistic simulations.
    III. The use of virtual reality in the classroom has no impact on student learning outcomes.
    IV. Virtual reality is only suitable for theoretical subjects and has limited applicability.

    A. I and II
    B. II and III
    C. III and IV
    D. I and IV

19. Which of the following teaching methods that technology, creates a student-centered learning environment?

    A.   Traditional lecture-style teaching with minimal use of technology.
    B.   Flipped classroom approach where students engage with digital content before class.
    C.   Synchronous learning with real-time online lectures and minimal student interaction.
    D.   Assigning long reading materials without any digital enhancements.

20. When creating technology-enhanced lesson plans, what should teachers prioritize to ensure effective integration?

    A.   Avoiding the use of technology to maintain traditional teaching methods.
    B.   Integrating technology seamlessly without considering its relevance to the learning objectives.
    C.   Aligning technology use with learning objectives and incorporating interactive and engaging digital resources.
    D.   Using technology exclusively for administrative tasks, such as attendance and grading.

SECTION B   (30 Marks)

There are THREE (3) questions in this part. Answer ALL questions in the answer booklet.

QUESTION 1

Considering the rapid advancements in technology and its increasing integration into educational settings, discuss **TWO (2)** potential future trends in technology in education.   (10 marks)

QUESTION 2

In the context of modern educational settings, digital equity and ethical considerations are crucial in the integration and utilization of technology

a) Explain **THREE (3)** key components of digital equity.   (6 marks)

b) Discuss **TWO (2)** of the ethical considerations that educators must keep in mind when incorporating technology into their teaching practices.   (4 marks)

QUESTION 3

Consider a scenario where you are required to integrate technology into a lesson plan for a topic of your choice in a primary school setting. Describe **FIVE (5)** tips or processes you would follow to integrate technology into your lesson plan.   (10 marks)

*** END OF QUESTION PAPER ***