

NIIT UNIVERSITY, NEEMRANA (RAJ), INDIA
Educational Technology Area

Model Test paper for
ET Area Ph D Program Admission Test

Date: -----

Time: 10:30 – 12:30 Hrs.

Weight age: 30%

Maximum Marks: 30

Note: (1) Read the question paper and then begin answering.

1. Match “Use of Technology” and “Technology”. You may write your answer by just pairing number and alphabet. Marks [4]

	Student Use of Technology		Technology
1	Receive information	A	CD-Rom based programs aimed at skill development Course management software (e.g., Blackboard, WebCT, and e-Learn testing program) for supporting online learning
2	Practice skills and receive feedback on progress	B	Visualization tools, (e.g., Sim City, Geometers Sketchpad)
3	Participate in authentic learning environments	C	Communication software (e.g., Eudora, Outlook, and Communicator) Databases (e.g., Access, Filemaker Pro, and Web sites) Statistical packages (e.g., SAS and SPSS)
4	Explore simulated environments	D	Presentation packages (e.g., PowerPoint)

2. Match “Use of Technology” and “Potential Cognitive Errors in Using Technology”. You may write your answer by just pairing number and alphabet. Marks [4]

	Use of Technology		Potential Cognitive Errors in Using Technology
1	Locating information.	A	Not practicing skills sufficiently

			Lack of just-in-time information Lack of awareness of skill's role in larger tasks
2	Using self-monitoring when using technology	B	Lack of effective writing skills Lack of media design skills Not understanding purposes of communication Uncertainty about roles in learning communities Receiving negative feedback on communication attempts
3	Proceduralizing Knowledge	C	Following links randomly, Attending to seductive details, Getting "lost" in information searches,
4	Communicating effectively using technology	D	Not understanding overall goals of learning Failing to monitor progress toward goals

3. Figure (1) gives a Teaching-Learning System. Describe the system in your own words.

Marks [5]

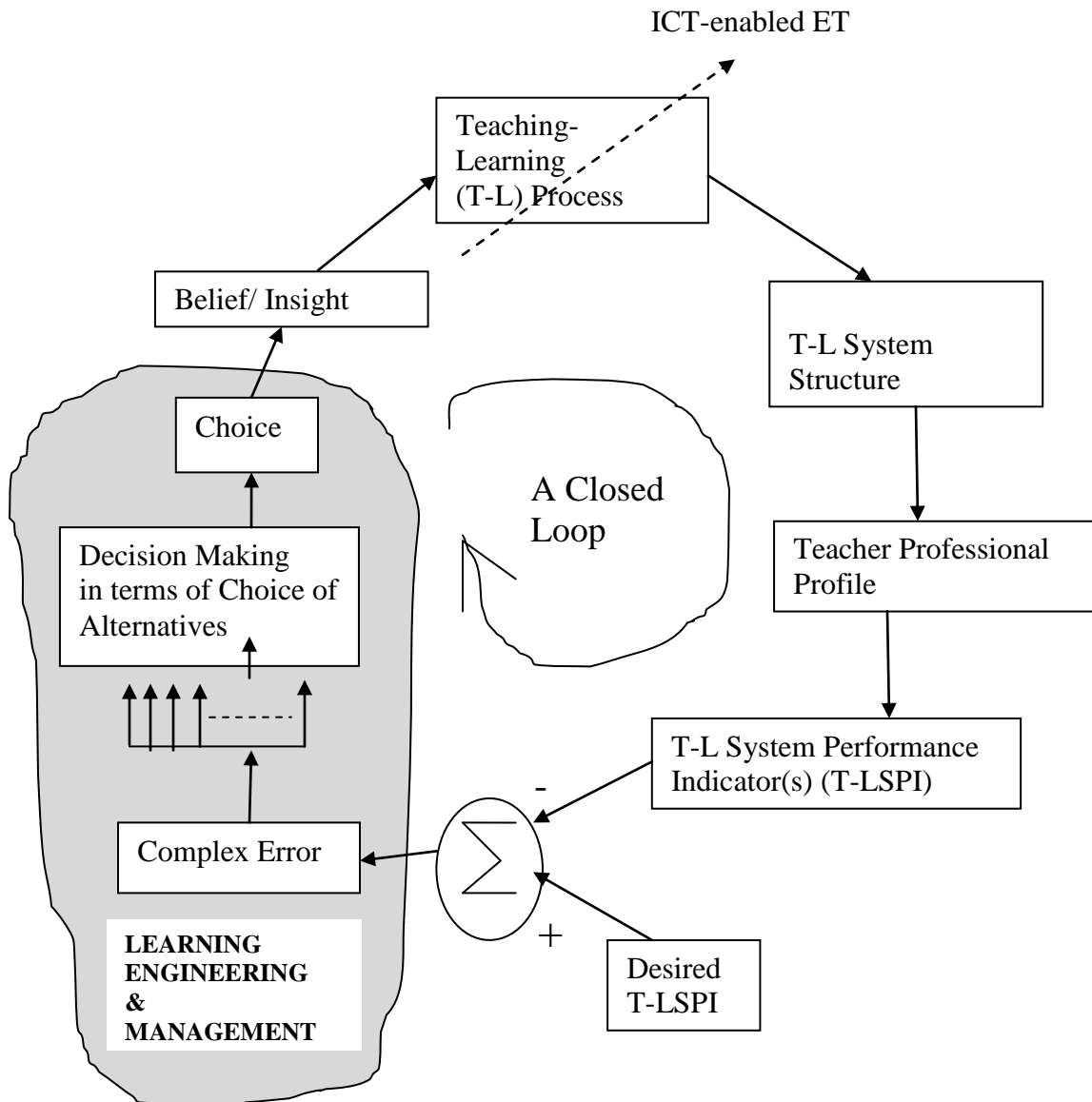


Figure (1): A Teaching-Learning System

4. Consider the mobile phone service application described below: Marks [4]

“COUNTERFEIT drugs can make up around a quarter of all those sold in poor countries, according to some estimates. They provide a lucrative and lethal business, against which most consumers are powerless. “If your anti-malaria pill is made of any old white powder, you may not survive,” says Bright Simons, one of the founders of mPedigree, an advocacy group from Ghana.

Mr Simons is not just fighting with words. Late last year mPedigree launched a mobile service in Ghana and Nigeria that could make a dent in the fake-drug trade. People buying medicine scratch off a panel attached to the packaging. This reveals a code, which they can text to a computer system that looks it up in a database. Seconds later comes a reply saying whether the drug is genuine. The service is paid for by pharmaceutical companies that want to thwart the counterfeiters. Hewlett-Packard runs the computer system and found a cheap way to print the scratch-off labels.

This is just one of many such services mushrooming in poor countries, using mobile-phone technology that once carried only humble voice and text messages. Rohan Samarajiva, the boss of LIRNEasia, a think-tank in Sri Lanka, calls it *more than mobile*. Jussi Hinkkanen, Nokia's head of policy in Africa, says the mobile revolution is moving *from ear to hand*.

Substitute the Teaching-Learning Process in Figure (1) by above Mobile Service Process and then with the help of the Closed Loop in Figure (1) explain the Value Creating Mobile Service as a Learning Service.

Hint: A learning entity originates “smarter” information processing for improved decision for improved recommendation and policy.

5. Write short notes on any one from the following: Marks [4]
- a. Learning is a constructive, not a receptive process.
 - b. Incumbent classroom management technologies and teaching machines are based on behavioral principles in human learning, which consider standardized learning environments.
 - c. Guided instruction dominates school education.
 - d. At work experiential learning prevails.
 - e. In home situations exploratory (action) learning is prominent.
6. “Learning themes driven instruction design provides students with ability to create an effective product or offer service that is value creating in one’s own environment and culture.” Comment. Marks [5]
7. Answer any one of the following:
- a. What do you understand by the term “Deep Understanding”.
 - b. “Businesses that learn, grow, that don’t, perish.” Analyze preferably with example.
 - c. Training Assessment and Certification challenges in Digital age.

Marks [4]

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