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University Examinations 2023/2024

THIRD YEAR SECOND SEMESTER EXAMINATION FOR THE DEGREE OF BACHELOR OF INFORMATION SCIENCE

CIS 3350: INSTRUCTIONAL DESIGN TOOLS AND TECHNIQUES

DATE: APRIL 2024   **TIME: 2 HOURS**

INSTRUCTIONS: *Answer Question* **one** *and any other* **two**

QUESTION ONE (30 MARKS)

a) Define the following terms   (5 Marks)

    i) Instruction

    ii) Instructional Design

    iii) Knowledge

    iv) Motivation

    v) Software design

b) Evaluation is the systematic determination of learning outcomes. Briefly explain two forms of evaluation   (4 Marks)

c) State and explain the Three domains of learning in Bloom's taxonomy   (6 Marks)

d) Explain the Two primary functions of instructional designers   (4 Marks)

e) Explain Six principles instructional designers should keep in mind as they engage in design process   (6 Marks)

f) Describe the Three levels motivation   (3 Marks)

g) Distinguish between states and traits concepts of motivation   (2 Marks)

QUESTION TWO (20 MARKS)

a) Mention and explain the Eight commonly accepted and implemented instructional design models (8 Marks)

b) Describe the Three segments of the Gagnes model, highlighting each of events in the segments (6 Marks)

c) You in the process of recruiting an instructional designer. State and explain Five major personal traits you would expect the person you recruit to have (6 Marks)

QUESTION THREE (20 MARKS)

a) Describe the Seven issues and questions addressed at the analysis phase/ step of the ADDIE model (7 Marks)

b) State and elaborate on the Five principles of learning as proposed by David Merrill in 2002 (6 Marks)

c) Discuss the Five major concepts and principles of motivation that will be useful for instructional designers (7 Marks)

QUESTION FOUR (20 MARKS)

a) Describe the Ten components of the System Approach model also known as Dick and Carey model (8 Marks)

a) Discuss Six ways to present session content to gain the selective perception in learners (6 Marks)

b) State four main questions you should give some thought when deciding which instructional design software to use (6 Marks)

QUESTION FIVE (20 MARKS)

a) Describe Six ways an instructional designer can use to provide learning guidance (6 Marks)

b) Waterfall instructional design process involves six key stages that take a linear approach. State sequentially and explain these six stages (8 Marks)

c) Discuss Three types of contextual constraints that can affect the design process (6 Marks)