

**UNIVERSITY OF ESWATINI**

**INSTITUTE OF DISTANCE EDUCATION**

**FINAL EXAMINATION PAPER, MAY 2019**

**TITLE OF PAPER: INFORMATION COMMUNICATION TECHNOLOGY II**

**COURSE CODE: AED 224**

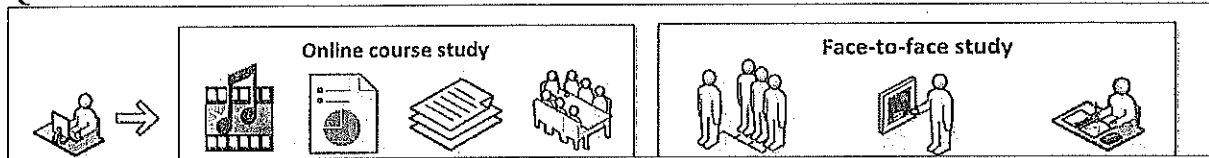
**TIME ALLOWED: THREE (3) HOURS**

**INSTRUCTIONS: ANSWER ANY FOUR (4) QUESTIONS.**

**THIS PAPER IS NOT TO BE OPENED UNTIL THE INVIGILATOR HAS GRANTED PERMISSION.**

ANSWER ANY 4 QUESTIONS

QUESTION 1



- i. Given the above figure, explain what happens in each line of study (20)
- ii. Relate the above to the approach you are currently using in your studies at UNESWA. (5)

[25 Marks]

QUESTION 2

- i. Discuss how working in teams promote the learner's **construction of knowledge**. (10)
- ii. Based on the advent of ICTs and social media, discuss how teamwork is achieved and knowledge is constructed. (10)
- iii. Give your personal experience in teamwork in online environments. (5)

[25 Marks]

QUESTION 3

According to Ke & Xie (2009), online learning for adults has several distinct characteristics. Discuss the following, with the aid of practical examples:

- i. Social interaction and collaboration with peers. (5)
- ii. Connecting new knowledge to past experience. (5)
- iii. Immediacy in application. (5)
- iv. A climate of self-reflection. (5)
- v. Self-regulated learning. (5)

[25 Marks]

QUESTION 4

- i. Discuss how **learner engagement** in online learning environments is influenced by **social presence**. (10)
- ii. Discuss, with the aid of **three** practical examples, how you were socially present and actively involved/engaged when learning online. (15)

[25 Marks]

QUESTION 5

Discuss how ICTs have influenced the **Blended Learning (BL)** approach. To support your discussion, provide **five** advantages the approach has on learner achievement.

[25 Marks]

QUESTION 6

- i. What needs to be done by the facilitators to increase or promote the following?
  1. Intellectual engagement (5)
  2. Emotional Engagement (5)
  3. Behavioural engagement (5)
  4. Social Engagement (5)
- ii. On item 4 above, discuss how this works in an online environment. (5)

[25 marks]