

UNIVERSITY OF ESWATINI
FACULTY OF EDUCATION
DEPARTMENT OF CURRICULUM AND TEACHING
MAIN EXAMINATION QUESTION PAPER (NOVEMBER, 2021)

TITLE OF PAPER: CURRICULUM STUDIES IN COMPUTER SCIENCE II

COURSE CODE: CTE 338/CTE 538

PROGRAMME: B.Sc.COMP.SCIED./PGCE

DURATION: THREE (3) HOURS

INSTRUCTIONS:

1. This paper contains five (5) questions. Answer any four (4) questions.
2. Each question has a total of 25 marks.

THIS PAPER SHOULD NOT BE OPENED UNTIL PERMISSION HAS BEEN GRANTED BY THE INVIGILATOR

QUESTION ONE

The United Nations General Assembly (1993) ratified 6 (six) principles that need to be considered when providing assistive technologies. These principles are referred to as 5A&Q. Identify and explain any five (5) of the six (6) principles, as they relate to educational computing. [25 marks]

QUESTION TWO

- a) Teleconferencing is a generic term for linking people between two or more locations by electronics. What are the four (4) main types of teleconferencing? [20 marks]
- b) What are the major demerits of teleconferencing in educational computing? [05 marks]

QUESTION THREE

Netiquette covers not only rules of behavior during discussions but also guidelines that reflect the unique electronic nature of the medium. Within a specific context, identify and explain any five (5) qualities of a good netizen and five (5) qualities of a bad netizen. [25 marks]

QUESTION FOUR

The increasing pervasiveness of computer technologies poses various challenges to figuring out what moral responsibility entails and how it should be properly ascribed. Charged with the responsibility of developing an application that recovers deleted messages in a WhatsApp group, what are the likely moral implications of your commission, with reference to Eshleman (2016) and Jonas (1984)? [25 marks]

QUESTION FIVE

- a) Discuss the major technologies for students with visual impairments within the context of educational computing. [10 marks]
- b) Social media are computer-mediated technologies that facilitate the creation and sharing of information, ideas, career interests and other forms of expression via virtual communities and networks. Identify and explain any five (5) features of social media, in relation to Computer Science education. [15 marks]