



NP – 439

**VI Semester B.C.A. Examination, July/August 2024
(NEP Scheme)**

COMPUTER SCIENCE

CAV 2 : Electronic Content Design (Vocational – II)

Time : 2½ Hours

Max. Marks : 60

Instruction : Answer all the Parts.

PART – A

I. Answer **any four** questions. **Each** question carries **two** marks. **(4×2=8)**

- 1) What are the benefits of e-learning ?
- 2) Why is designing and developing e-content important in education and training ?
- 3) What is Typography ?
- 4) What is the purpose of wireframing in UX design ?
- 5) Define Game theory.
- 6) What is the primary function of LMS in web development ?

PART – B

II. Answer **any four** questions. **Each** question carries **five** marks. **(4×5=20)**

- 7) Explain the phases of e-content development.
- 8) What role do online assessment play in e-learning ?
- 9) What is proto typing in UX design and what is its primary purpose ?
- 10) Explain the basic design of visual design.
- 11) What role does a social media calender play in content planning and why is it important for a successful strategy ?
- 12) Explain On-Page SEO ? Explain various techniques of On-Page SEO.

P.T.O.



PART – C

III. Answer **any four** questions. **Each** question carries **eight** marks. (4×8=32)

- 13) What is the role of LMS in the e-learning environment ? Explain its functions and benefits.
- 14) a) What are learning objects in e-content ? 4
b) What are the primary benefits of incorporating learning objects into e-content ? 4
- 15) Explain color theory with its elements.
- 16) What is ADDIE instructional model ? Define phases of ADDIE model.
- 17) Explain user-defined CSS selectors for CSS ruler.
- 18) a) Explain an overview of content authority tools. 4
b) Explain the steps to create the multimedia elements. 4
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