Province of the
EASTERN CAPE
EDUCATION

DIRECTORATE SENIOR CURRICULUM MANAGEMENT (SEN-FET)

HOME SCHOOLING ASSESSMENT 24

SUBJECT	COMPUTER APPLICATIONS TECHNOLOGY	GRADE	12	DATE	4/9/20
TOPIC	Assessment 24: Integrated Scenario	TERM 2 REVISION		TERM 4 CONTENT	✓
TIME ALLOCATION	45 minutes (25 marks)	**TIPS TO KEEP HEALTHY**			
INSTRUCTIONS	1. You will need a book to write your answers in and something to write with. 2. Answer the following questions in your workbook in full sentences where applicable. 3. Do not refer back to your textbook while answering these questions.	1. **WASH YOUR HANDS** thoroughly with soap and water for at least 20 seconds. Alternatively, use hand sanitizer with an alcohol content of at least 60%. 2. **PRACTICE SOCIAL DISTANCING** – keep a distance of 1m away from other people. 3. **PRACTISE GOOD RESPIRATORY HYGIENE**: cough or sneeze into your elbow or tissue and dispose of the tissue immediately after use. 4. **TRY NOT TO TOUCH YOUR FACE.** The virus can be transferred from your hands to your nose, mouth and eyes. It can then enter your body and make you sick. 5. **STAY AT HOME.**			

The school will host a website and be a part of a social network to allow for players to register and to play games online.

1   For the current gaming event gamers were informed that they can configure the settings on their computers to optimise game play.

Explain what can be done to save bandwidth while streaming.   (1)

2   The CAT learners will make gamers aware of the NFC (near field communication) feature that is available on their tablets and other hand-held devices.

2.1   Give TWO examples of what NFC (near field communication) can be used for.   (2)

2.2   NFC originated from a communication standard that uses radio waves. What is this communication standard called?   (1)

3   Separate versions of some of the gaming software applications have been developed to provide for different operating systems, such as Android and IOS.

3.1   Motivate why the same application needs to be programmed differently for different operating systems.   (2)

3.2   An important feature of an operating system is backward compatibility.

Use an example to explain the concept of backward compatibility.   (2)

3.3   To customise the mouse icon for the gamers, where would you go to change the icon to a horse?

(1)

4   One of the gamers will use the headset in the illustration below.

    4.1   The headset supports plug-ins. Explain what a *plug-in* is.   (1)

    4.2   How does the fact that the headset supports plug-ins benefit the gamer?   (1)

5   These types of devices normally contain sensors.

Name TWO possible types of sensors found on gaming devices.   (2)

6   Gamers will be required to locate at least one Pokémon at some stage during the gaming event. To take part in the **Pokémon GO** location-based augmented reality (AR) game, a mobile device with GPS technology is required.

    6.1   What does the abbreviation *GPS* stand for?   (1)

    6.2   Name TWO disadvantages of Augmented Reality (AR).   (2)

7   Some gamers are unable to use their hands. Alternative measures have been investigated. Motivate TWO alternative input devices, for gamers who are physically handicapped, to make use of the games.   (2)

8   Some of the gamers are not comfortable with using computers or do not have computers at home, while the other are very comfortable and have been working on computers from a very young age.

What is this 'gap' called?   (1)

9   The Internet of Things (*IoT*) is one solution for information overloading.

    9.1   Briefly explain the term *Internet of Things*.   (2)

    9.2   Name TWO advantages of the Internet of Things.   (2)

    9.3   What is meant by information overloading and what is the effect on the user?   (2)

[25]