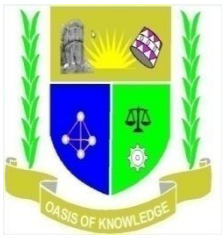

JARAMOGI OGINGA ODINGA UNIVERSITY OF SCIENCE AND TECHNOLOGY

SCHOOL OF INFORMATICS AND INNOVATIVE SYSTEMS

DEPARTMENT OF COMPUTER SCIENCE & SOFTWARE ENGINEERING

UNIVERSITY EXAMINATION FOR THE DEGREE OF BACHELOR OF SCIENCE IN INFORMATION AND COMMUNICATION TECHNOLOGY

3RD YEAR 2ND SEMESTER 2016/2017 ACADEMIC YEAR

MAIN CAMPUS

COURSE CODE: ICT 3327

TITLE: SOCIAL NETWORKING COMPUTING

COURSE EXAM VENUE:

STREAM:

DATE: **EXAM SESSION:**

TIME: 2HRS

INSTRUCTIONS

1. **Answer Question ONE (COMPULSORY) and ANY TWO questions**
2. **Candidates are advised not to write on the question paper**
3. **Candidates must hand in their answer booklets to the invigilator while in the examination room**

Question 1 [30 marks]

a. Social computing refers to systems that support the gathering, representation, processing and use, and dissemination if information that is distributed across social collectives. Name and briefly describe some four examples of these social collectives (12marks)

b. As an I.T expert explain the impact of social computing in software development (4marks)

c. The rapid emergence of social computing applications is on the increase and is changing the way people connect with each other, exchange and create knowledge across the globe. Discuss this idea with special references to social behavior of youth and adults users. (8marks)

d. Research has shown that social computing apps can support higher educational institutions. outline four support measures you think an Institution of higher learning may require to support various activities (6marks)

Question 2 [20 marks]

a. Describe social computing (2marks)

b. Explain the following terms as used in social computing networks (8marks)

   i. Blog

   ii. E-mail

   iii. Android

   iv. Social software

   v. Wikis

c. Describe what personal computing is (2marks)

d. Description four ways of how social networking computing enhances learning in the Universities. (8marks)

Question 3 [20 marks]

Social Networking computing refers to systems that support the gathering, representations, processing, use and dissemination that is distributed across social collectivities such as teams, communities, organizations and markets. Moreover, the information is not "anonymous" but is significant precisely because it is linked to people, who are in turn linked to other people

a. Explain how the above two system support gatherings (2marks)

b. What do you understand by this system having distributed across collective teams? (4marks)

c. Describe "markets" in this set up (4marks)

d. Explain the phrase "Moreover, the information is not "anonymous" but is significant precisely because it is linked to people, who are in turn linked to other people (5matrks)

e. Describe briefly the hardware, software data, rules and instructions or commands that may support the linking of such a system (5marks)

Question 4 [20 marks]

a. Describe what personal computing is (2marks)

b. Using five points compare and contrast the Cultural Historical Activity Theory (CHAT) and Modern Social Network Computer enabled learning environments (10marks)

c. Explain particularly why youth entering Universities are interested in social Networks (4marks)

d. What challenges are there to University students and working adults in the use of social networks computing (4marks)

Question 5 [20 marks]

a. Describe what make the phenomenon of social computing interesting and what is likely to make it long-lasting bearing in mind distance, time and cost, coverage/network, hardware

(10marks)

b. Give brief description to the following social computing terms

(8marks)

i. MySpace
ii. Twitter
iii. Fliker
iv. Facebook

c. How is social computing a strategy to teachers evaluating students work?(2marks)