



KENYATTA UNIVERSITY

UNIVERSITY EXAMINATIONS 2011/2012

SECOND SEMESTER EXAMINATION FOR THE DEGREE OF BACHELOR OF SCIENCE IN SPORTS SCIENCE

SSS 102: COMPUTER APPLICATIONS IN EXERCISE, SPORTS AND RECREATION

DATE: Tuesday 27th March, 2012

TIME: 4.30 p.m. – 6.30 p.m.

INSTRUCTIONS

Answer Question ONE (COMPULSORY) and any other 2 questions.

Question 1

- a) Define the term Computer system. [2 marks]
- b) Identify three computer hardware devices and three computer software applications that can be used in Exercise and Sport Recreation. [6 marks]
- c) Describe three features of Ms. Word and three features of Ms. Excel that can be applied in illustrating and learning Exercise and Sport Recreation. [12 marks]
- d) Discuss three advantages and three disadvantages of using computers in your classroom in the learning of Computer Applications in Exercise and Sport Recreation. [6 marks]
- e) Explain two software programs used for analysis of movement in sports. [4 marks]

Question 2

- a) Suggest five ways in which having the **knowledge of computer** can enhance one's knowledge in Exercise recreation and sports. [10 marks]
- b) Describe four factors to consider when buying a storage device. [8 marks]
- c) Identify two point and draw devices that can be used to input data in a computer. [2 marks]

Question 3

- a) Elaborate on five applications of technology in Exercise science. [10 marks]
- b) Explain five factors to consider when buying a printer. [10 marks]

Question 4

- a) Discuss five potential **negative health consequences** of computer technology in Exercise and Sport Recreation. [10 marks]
- b) Describe five ways in which Exercise and Sport Recreation Information can be researched, retrieved and shared using computer technology. [10 marks]

Question 5

- a) Identify six parts of the system unit of a computer system. [6 marks]
- b) Differentiate between the following terms as used in a computer system:
 - i. RAM and ROM [2 marks]
 - ii. Input and output [2 marks]
 - iii. ALU and control unit [2 marks]
- c) Elaborate on four factors you would consider when purchasing computer software for use in Exercise and Sport Recreation. [8 marks]

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