

Monday 10 January 2022 – Morning

Level 3 Cambridge Technical in IT

05838/05839/05840/05841/05842/05877 Unit 1: Fundamentals of IT

Time allowed: 1 hour 30 minutes

C380/2201



You must have:	
 a calculator 	



Please write clea	arly in black ink.	
Centre number	Candidate number	
First name(s)		-
Last name		-
Date of birth	D D M M Y Y Y	

INSTRUCTIONS

- Use black ink. You can use an HB pencil, but only for graphs and diagrams.
- Write your answer to each question in the space provided. If you need extra space use the lined pages at the end of this booklet. The question numbers must be clearly shown.
- · Answer all the questions.

INFORMATION

- The total mark for this paper is 80.
- The marks for each question are shown in brackets [].
- Quality of extended response will be assessed in questions marked with an asterisk (*).
- This document has 16 pages.

ADVICE

Read each question carefully before you start your answer.

FOR EXAMINER USE ONLY		
Question No	Mark	
Section A: 1-15	/15	
Section B: 16	/7	
17	/5	
18	/10	
19	/13	
20	/9	
21	/19	
22	/2	
Total	/80	

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SECTION A

Answer **all** the questions.

Put a tick (\checkmark) in the box next to the **one** correct answer for each question.

1	Wh	ich of the following is a characteristic of an embedded computer sy	stem?	
	A	Able to carry out a wide range of tasks		
	В	Can be upgraded by a user		
	С	Contains a complex user interface		
	D	Low power consumption		
				[1]
2	Wh	ich hardware is needed to connect a tablet computer to the internet	?	
	Α	NIC		
	В	Router		
	С	Server		
	D	Wireless Access Point (WAP)		
				[1]
3	Wh	ich of the following is a development tool?		
	Α	CAD/CAM		
	В	Compiler		
	С	Project Management		
	D	Spreadsheet		
				[1]

4	Wł	nich of the following is a benefit of off-the-shelf software?		
	A	Available immediately		
	В	Free		
	С	Has lots of extra features		
	D	Requires an annual fee		
				[1]
5	Wh	nich communication method allows real-time internet chat conversa	tions?	
	A	Email		
	В	Instant messaging		
	С	Short Messaging Service		
	D	Voice over Internet Protocol		
				[1]
6	FT	P stands for:		
	A	Fast Transfer Protocol		
	В	File Transfer Protocol		
	С	File Translation Protocol		
	D	Final Transistor Position		
				[1]

7	Wł	nich of the following is not a form of virtualisation?		
	A	Client		
	В	Cloud		
	С	Hypervisor		
	D	Storage		
				[1]
8		nich connectivity method would be the most suitable to create a secunks?	ıre link between two	
	A	ADSL		
	В	Ethernet		
	С	ISDN		
	D	Leased Line		
				[1]
9	Wł	nich communication method would be most affected by a noisy envir	onment?	
	A	Email		
	В	Group discussion		
	С	Letter		
	D	Social networking		
				[1]

10	lde	ntify the personal attribute required to be a network manager.		
	A	Body language		
	В	Can do attitude		
	С	Eye contact		
	D	Planning and organisation skills		
				[1]
11	Wh	ich of the following demonstrates that an employee is ready to worl	k?	
	A	Bias		
	В	Personal grooming		
	С	Problem-solving skills		
	D	Respect		
				[1]
12	Wh	ich of the following is not a purpose of a professional body?		
	A	Gain industry certification		
	В	Organise industrial action		
	С	Provide forums for discussion		
	D	Regulation of standard operating procedures		
				[1]

13		ich operational issue would be implemented if a flood affected a buttems?	siness's computer	
	A	Acceptable use policy		
	В	Change management		
	С	Disaster planning and recovery		
	D	Health and Safety		[1]
14		ich of the following is not a feature of providing remote access for a ployees?	a business's	,
	A	Allows high level of security		
	В	Easily scalable		
	С	Only accessible through one type of device		
	D	User friendly		
15		ich digital security method can be linked to user groups when protestem?	ecting a computer	[1]
	A	Anti-spyware		
	В	Biometrics		
	С	Encryption		
	D	Username and password		
				[1]
			ction A Total:	

SECTION B

Answer **all** the questions.

Strange Karga Arts (SKA) is a large computer games development company, specialising in games for mobile platforms. The SKA main office is based in one building in Dundee. The mainframe computer is located on the second floor of this building.

The team members in the main office are responsible for monitoring the development of any new games as well as rendering and publishing the final games.

Developers, who create the games, are based all over the United Kingdom and work from home. The developers are monitored by the team members based in Dundee to ensure that the games are being developed to schedule.

16	The developer	s work from home	creating the digita	ll artwork for the games

(a)	Identify and describe two input devices that the developers would use to create the digital artwork for the game.
	1
	2
	[4]
(b)	Identify and explain one limitation that would need to be considered by the developers when purchasing a desktop computer to use to create the digital artwork.

17		nge Karga Arts (SKA) provide each of the developers with a hybrid device to connect to internet and communicate with the Dundee office.
	(a)	Explain what is meant by a hybrid device.
		[3]
	(b)	Explain one disadvantage to the developer of using the hybrid device.
		[2]
18*		SKA team members based in Dundee monitor the work of the developers. The developers based all over the United Kingdom.
		cuss the advantages and disadvantages of using video conferencing by the SKA team nbers to monitor and interact with the developers.
	IIICI	[10]

	•••••		
19	The	he main office in Dundee has a LAN network.	
	(a)) Identify and explain two advantages to SKA of using a LAN netwo	ork in its main office.
		1	
		2	

(b)	The LAN uses a client server topology.
	Describe one characteristic of a client server topology.
	[2]
	
(c)	When the developers have created the digital artwork for the games, the digital artwork files are stored on a database server.
	Explain why a database server is suitable for this task.
	[3]
(d)	The files containing games players' scores can be measured in nibbles.
	Explain what is meant by a nibble.
	[2]

20 Strange Karga Arts (SKA) use a Management Information System (MIS) to track the

development of the games.

Identify and describe two advantages and one disadvantage of using an MIS. Use examples related to SKA to support your answers.
Advantage 1
Advantage 2
Disadvantage
[9]

21 SKA have advertised for a new animator to develop a game.

(a)	Identify and describe three personal attributes that SKA should look for in a new animator.
	1
	2
	3
	[e
)*	* An animator has told SKA that another computer games development company has offered them a new job for higher pay.
	Explain the ethical issues that the offer from the computer games development company has caused for SKA and how these could be addressed.
	[10

			 [2]
	2		
	1		
22	Iden prote	tify two physical protection methods that SKA could implement in the Dundee office to ect their new computer games.	
			•••
			•••
			•••
			•••
			•••
			•••

END OF QUESTION PAPER

ADDITIONAL ANSWER SPACE

If additional answer space is required, you should use the following lined pages. The question numbers must be clearly shown in the margins - for example, 16(a) or 17(b).



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