NATIONAL INSTITUTE OF TECHNICAL TEACHERS TRAINING AND RESEARCH
Institution Deemed to be University under Distinct Category, A Centrally Funded Technical Institute
Ministry of Education, Government of India, Taramani, Chennai - 600 113.

राष्ट्रीय तकनीकी शिक्षक प्रशिक्षण एवं अनुसंधान संस्थान

विशिष्ट श्रेणी के तहत मानित विश्वविद्यालय संस्थान, एक केंद्रीय वित्त पोषित तकनीकी संस्थान
शिक्षा मंत्रालय, भारत सरकार, तारामणि, चेन्नई – ६०० ११३.

NITTTR
Chennai

Date of Examination:	07.02.2026	Time: 90 Minutes
Name of the Post:	Sr.Technical Officer(Production Executive)	
Name of the Candidate:		
Roll No:		

_____
Candidate's Signature

_____
Invigilator's Signature

Instructions to the Candidate:

1. Question paper consists of 100 questions. Questions in the form of MCQ type.

2. Each question carrying one mark. No negative mark for wrong answer.

3. Out of 4 options given, choose the most appropriate option for each question.

4. Use of Calculators, Cell Phones and Other Electronic Devices are not permitted inside the examination hall.

5. Candidate should fill the details on both question paper booklet and OMR sheet carefully without any corrections.

6. Candidate should carefully read the instructions given on the question paper booklet and OMR sheet.

7. Candidate should mark correct answer only on OMR sheet.

8. Clarifications on Questions are not permitted.

9. Rough works can be done in the rough sheet provided.

10. No Candidate is allowed to leave the examination hall till the examination is completed.

11. Candidate should return question paper booklet, OMR sheet and the rough sheets after completion of examination to the invigilator.

1. The primary goal of educational communication is to:

A. Transmit information effectively to support learning
B. Entertain learners through creative media
C. Promote institutional branding activities
D. Replace traditional classroom teaching

2. Learning objectives are important because they:

A. Define assessment grading schemes
B. Clarify expected learning outcomes for learners
C. Reduce the need for instructional design
D. Determine video production budgets

3. Bloom's taxonomy mainly helps educators to:

A. Select appropriate camera techniques
B. Organize learning objectives by cognitive levels
C. Improve visual design aesthetics
D. Schedule instructional content delivery

4. Which action verb best represents the "Analyze" level in Bloom's taxonomy?

A. Recall
B. Describe
C. Compare
D. List

5. Script writing for educational videos should primarily focus on:

A. Lengthy explanations and academic language
B. Clear structure aligned with learning objectives
C. Visual effects and animation complexity
D. Post-production editing techniques

6. Storyboarding in educational video production is mainly used to:

A. Prepare detailed budget estimates
B. Visualize the sequence of content and visuals
C. Finalize copyright permissions
D. Create subtitles and captions

7. Visual planning helps instructional videos by:

A. Ensuring visuals reinforce learning concepts
B. Reducing the importance of narration
C. Increasing total video duration
D. Eliminating the need for scripts

8. Pedagogical strategies for visual learning emphasize:

A. Decorative imagery for engagement
B. Entertainment-focused storytelling
C. High-end graphics regardless of content
D. Visual alignment with cognitive processing

9. Effective educational video scripts usually follow:

A. A non-linear and abstract structure
B. A clear introduction, body, and conclusion
C. An unstructured conversational format
D. A purely text-driven narration

10. Titling in educational videos mainly helps learners to:

A. Identify key sections and concepts quickly
B. Improve audio clarity
C. Reduce cognitive load automatically
D. Replace verbal explanation

11. Subtitling instructional videos primarily supports:

A. Faster video loading
B. Accessibility and comprehension
C. Color correction accuracy
D. Scriptwriting efficiency

12. Visual learning strategies are most effective when:

A. Visuals are decorative and complex
B. Images replace all textual explanations
C. Visuals are directly linked to content meaning
D. Animations are used in every scene

13. Aligning scripts, visuals, and learning objectives mainly results in:

A. Increased production cost
B. Longer editing workflows
C. Improved learning effectiveness
D. Reduced audience engagement

14. Pre-production in educational video production primarily focuses on:

A. Planning, scripting, and resource preparation
B. Camera operation and sound recording
C. Editing, captioning, and final export
D. Content hosting and learner analytics

15. The production stage mainly involves:

A. Script approval and budgeting decisions
B. Actual shooting and recording activities
C. Editing and graphic integration
D. Distribution and learner feedback collection

16. Post-production typically includes:

A. Location scouting and rehearsals
B. Equipment setup and testing
C. Editing, sound mixing, and final output
D. Course promotion and learner onboarding

17. Scheduling in educational productions is important because it:

A. Improves video resolution quality
B. Reduces the need for editing revisions
C. Enhances visual creativity in scripts
D. Ensures efficient use of time and resources

18. Budgeting for educational video production mainly helps to:

A. Control costs and allocate resources effectively
B. Improve narration and presentation skills
C. Increase learner engagement automatically
D. Replace the need for production planning

19. The director's primary responsibility in production is to:

A. Manage equipment inventory
B. Oversee creative vision and execution
C. Handle budget approvals
D. Upload content to learning platforms

20. The producer in an educational video project mainly handles:

A. Camera framing and composition
B. Audio recording and mixing
C. Coordination, logistics, and budgeting
D. Editing and post-production review

21. The camera team is mainly responsible for:

A. Script supervision and approvals
B. Managing studio lighting balance
C. Recording narration and voice-overs
D. Capturing visuals as per shot plan

22. The sound team primarily ensures:

A. Clear audio recording and sound quality
B. Visual continuity across scenes
C. Accurate captioning and subtitling
D. Consistent graphic design elements

23. The editing team's role in educational video production is to:

A. Design learning objectives
B. Assemble footage and refine final content
C. Coordinate production schedules
D. Approve production budgets

24. In a MOOC production workflow, content structuring usually begins with:

A. Final video editing and rendering
B. Platform upload and metadata entry
C. Course outline and module planning
D. Learner assessment and feedback design

25. MOOC production workflows emphasize standardization mainly to:

A. Increase production costs
B. Limit creative flexibility
C. Reduce learner engagement
D. Ensure consistency and scalability

26. Effective coordination among production teams mainly results in:

A. Longer production timelines
B. Increased technical complexity
C. Reduced instructional clarity
D. Smooth workflow and timely delivery

27. DSLR and mirrorless cameras are commonly preferred in educational video production because they:

A. Offer interchangeable lenses and manual controls
B. Are restricted to studio-only environments
C. Operate only with automatic exposure modes
D. Support limited video resolutions

28. ENG cameras are mainly designed for:

A. Cinematic film production
B. Field reporting and broadcast journalism
C. Animation and visual effects work
D. Still photography applications

29. Shot composition in instructional videos primarily aims to:

A. Increase camera movement frequency
B. Improve decorative visual appeal
C. Enhance clarity and focus of content
D. Reduce post-production requirements

30. A studio video switcher is used to:

A. Adjust lighting intensity remotely
B. Control audio recording levels
C. Store recorded video files
D. Switch between multiple camera inputs

31. Teleprompters in studio production are mainly used to:

A. Display camera settings to operators
B. Provide scrolling script text for presenters
C. Show live program output to viewers
D. Control multi-camera synchronization

32. An audio console in a studio setup primarily helps to:

A. Balance and mix multiple audio sources
B. Control camera exposure and focus
C. Display waveform monitors
D. Trigger visual effects and graphics

33. Camera movements such as pan and tilt are mainly used to:

A. Correct color temperature issues
B. Follow subject motion smoothly
C. Increase depth of field
D. Reduce lighting equipment needs

34. Three-point lighting consists of key, fill, and back lights to:

A. Eliminate the need for natural light
B. Increase overall brightness uniformly
C. Create balanced illumination and depth
D. Enhance chroma key effectiveness only

35. For chroma key (green screen) shooting, it is essential to:

A. Use high ISO camera settings
B. Apply strong backlighting on subjects
C. Keep uneven lighting on the background
D. Maintain uniform lighting on the green screen

36. Exposure in video production is mainly controlled by:

A. White balance and color temperature
B. Frame rate and aspect ratio
C. Aperture, shutter speed, and ISO
D. Lens focal length and zoom range

37. White balance adjustment is important because it:

A. Improves depth of field
B. Controls motion blur
C. Ensures accurate color reproduction
D. Increases image resolution

38. Framing for instructional clarity ensures that:

A. Decorative elements dominate the frame
B. The subject is clearly visible and well positioned
C. Background details receive maximum focus
D. Camera movement replaces narration

39. Multi-camera production mainly benefits educational videos by:

A. Reducing the need for planning
B. Increasing recording file sizes
C. Allowing multiple perspectives seamlessly
D. Eliminating the role of the director

40. The primary objective of sound recording in educational media is to:

A. Capture clear and intelligible audio for learning
B. Increase background music presence
C. Enhance visual quality of the video
D. Reduce post-production editing time

41. Ambient sound in audio recording mainly helps to:

A. Replace narration in instructional videos
B. Create a natural and realistic listening environment
C. Increase overall sound volume
D. Eliminate the need for background music

42. A condenser microphone is commonly preferred for voice recording because it:

A. Is highly resistant to wind noise
B. Works only with battery power
C. Provides sensitive and accurate sound capture
D. Suppresses all background sounds completely

43. Proper microphone placement is important mainly to:

A. Improve lighting balance
B. Reduce camera movement
C. Enhance video resolution
D. Avoid distortion and unwanted noise

44. Voice-over for e-content should ideally be:

A. Clear, well-paced, and engaging
B. Loud with strong background music
C. Fast-paced with complex language
D. Informal and conversational only

45. Dubbing in educational videos refers to:

A. Recording ambient sound after shooting
B. Replacing or adding narration in post-production
C. Mixing multiple background music tracks
D. Synchronizing subtitles with visuals

46. Audio editing mainly involves:

A. Adjusting camera exposure settings
B. Creating visual transitions
C. Cutting, cleaning, and enhancing sound tracks
D. Adding graphic overlays to video

47. Audio–video synchronization ensures that:

A. Audio files are compressed efficiently
B. Background music volume is constant
C. Editing software runs faster
D. Sound matches the corresponding visual actions

48. Monitoring audio levels during recording helps to:

A. Prevent clipping and distortion
B. Improve camera focus accuracy
C. Adjust lighting intensity
D. Control video frame rate

49. Excessive audio levels during recording usually result in:

A. Improved sound clarity
B. Clipping and distorted audio
C. Better synchronization
D. Reduced file size

50. Normalization in audio editing is used to:

A. Remove all background noise
B. Synchronize audio with subtitles
C. Adjust overall audio levels uniformly
D. Change pitch and tone of voice

51. One common technique to reduce background noise in recordings is to:

A. Increase microphone sensitivity
B. Use wider camera framing
C. Add more background music
D. Record in a quiet and controlled environment

52. The primary objective of continuity editing is to:

A. Maintain logical flow and visual consistency
B. Increase the number of transitions used
C. Reduce total video duration
D. Emphasize stylistic visual effects

53. Montage editing is mainly used to:

A. Show events in real time
B. Condense time and convey progression
C. Maintain strict spatial continuity
D. Avoid use of background music

54. A jump cut is generally considered undesirable because it:

A. Increases rendering time
B. Reduces audio clarity
C. Disrupts visual continuity
D. Changes color balance abruptly

55. Transitions such as dissolve or fade are commonly used to:

A. Increase scene brightness
B. Replace narration text
C. Emphasize camera movement
D. Indicate change in time or scene

56. Adobe Premiere Pro is best described as:

A. A professional non-linear video editing software
B. A dedicated motion graphics tool
C. A cloud-only video hosting platform
D. A hardware-based editing console

57. DaVinci Resolve is especially known for its strength in:

A. Audio-only podcast editing
B. Color correction and grading
C. Page layout and print design
D. Scriptwriting and storyboarding

58. OpenShot is categorized as:

A. A proprietary broadcast editing system
B. A hardware-assisted editing tool
C. An open-source non-linear editor
D. A cloud-based collaboration platform

59. Final Cut Pro is primarily used on:

A. Android-based editing systems
B. Windows-only workstations
C. Web-based editing environments
D. macOS-based editing platforms

60. Graphics and animation in educational videos mainly help to:

A. Replace the need for narration
B. Improve conceptual understanding visually
C. Increase video file size
D. Eliminate continuity requirements

61. Captioning and subtitling are essential because they:

A. Improve lighting balance
B. Reduce editing workload
C. Enhance accessibility and comprehension
D. Replace voice-over narration

62. Accessibility tools in post-production primarily support:

A. Faster export processing
B. Advanced visual effects
C. Inclusive learning for diverse audiences
D. Higher frame rate output

63. Straight cuts are most commonly used because they:

A. Are visually neutral and unobtrusive
B. Require complex rendering
C. Emphasize stylistic editing
D. Increase dramatic impact

64. Maintaining continuity in editing mainly results in:

A. Longer post-production timelines
B. Increased technical complexity
C. Reduced creative flexibility
D. Smooth viewer experience and clarity

65. Resource management in educational video production mainly involves:

A. Optimal use of crew, studio, and equipment
B. Increasing production complexity and scale
C. Reducing instructional quality for speed
D. Eliminating planning and documentation

66. A script breakdown is primarily used to:

A. Finalize post-production editing styles
B. Identify resources, locations, and requirements
C. Design visual effects and animations
D. Estimate learner engagement levels

67. A shooting schedule helps production teams to:

A. Improve creative storytelling techniques
B. Increase equipment usage duration
C. Organize scenes, locations, and time efficiently
D. Replace the need for call sheets

68. Call sheets are important because they:

A. Define copyright ownership of content
B. Summarize post-production workflows
C. Document final budget approvals
D. Communicate daily shoot details to the crew

69. Copyright in educational video production mainly protects:

A. Studio infrastructure and facilities
B. Equipment rented for production
C. Original creative work from unauthorized use
D. Production schedules and timelines

70. Intellectual Property Rights (IPR) awareness helps producers to:

A. Reduce production time
B. Use licensed content legally and ethically
C. Avoid scriptwriting responsibilities
D. Increase visual effects usage

71. Release forms are required primarily to:

A. Approve final video exports
B. Control budget overruns
C. Obtain permission from individuals appearing on screen
D. Schedule equipment maintenance

72. Budgeting in video production mainly ensures:

A. Maximum creative freedom without limits
B. Elimination of production risks
C. Faster editing and rendering
D. Planned allocation and control of costs

73. Cost estimation in educational productions involves:

A. Predicting expenses related to resources and time
B. Assigning creative roles to the team
C. Selecting visual styles and themes
D. Designing instructional assessments

74. Equipment hire decisions are influenced mainly by:

A. Personal preference of the director
B. Project requirements, availability, and cost
C. Popularity of equipment brands
D. Duration of post-production editing

75. Time–cost trade-offs in production refer to:

A. Adjusting schedule or budget to meet constraints
B. Choosing between quality and accessibility
C. Balancing creativity and learning objectives
D. Eliminating the need for resource planning

76. Effective crew management primarily results in:

A. Longer production timelines
B. Increased administrative workload
C. Reduced instructional clarity
D. Smooth workflow and better coordination

77. Proper documentation of budgets and resources mainly helps to:

A. Increase production expenditure
B. Complicate approval processes
C. Limit team collaboration
D. Ensure transparency and accountability

78. SWAYAM guidelines for educational videos primarily emphasize:

A. Pedagogical clarity and technical quality
B. High-end cinematic visual effects
C. Entertainment-driven content creation
D. Exclusive studio-based recording

79. According to SWAYAM standards, instructional videos should ideally:

A. Exceed one hour in duration
B. Be short, focused, and concept-oriented
C. Avoid use of visuals and graphics
D. Rely only on textual explanations

80. Video quality standards mainly ensure that:

A. Production costs are minimized
B. Creative freedom is restricted
C. Learners receive clear audio and visuals
D. Content is platform-specific only

81. Metadata in educational content primarily helps to:

A. Improve video compression efficiency
B. Enhance discoverability and organization
C. Control copyright ownership
D. Reduce editing workload

82. Common metadata elements include:

A. Lighting ratios and camera settings
B. Video duration, keywords, and description
C. Studio equipment inventory
D. Budget allocation details

83. Archiving practices in e-learning mainly support:

A. Faster live streaming performance
B. Real-time editing collaboration
C. Long-term preservation and retrieval
D. Instant content monetization

84. An institutional e-repository is mainly used to:

A. Promote content through social media
B. Edit and proofread instructional materials
C. Host, manage, and provide access to content
D. Design learning assessments

85. Accessibility in educational videos ensures that:

A. Content is visually decorative
B. Videos load faster on all devices
C. Learning materials are inclusive to all learners
D. Advanced technology is always used

86. Captions and subtitles are important because they:

A. Replace the need for narration
B. Improve accessibility and comprehension
C. Increase video file size
D. Reduce post-production time

87. Inclusivity in educational content mainly refers to:

A. Limiting content to expert audiences
B. Using advanced technical terminology
C. Designing content for diverse learner needs
D. Restricting access to specific platforms

88. Descriptive audio in videos primarily supports:

A. Learners with visual impairments
B. Faster comprehension for all learners
C. Improved video editing workflows
D. Enhanced sound effects

89. Adhering to accessibility guidelines mainly results in:

A. Increased production costs
B. Reduced content reach
C. Longer production timelines
D. Wider reach and effective learning

90. HD and 4K workflows mainly differ in terms of:

A. Resolution and level of visual detail
B. Audio sampling frequency
C. Scriptwriting methodology
D. Learning objective design

91. 360° and VR video formats are primarily used to:

A. Reduce video file size
B. Provide immersive learning experiences
C. Replace traditional assessments
D. Simplify editing workflows

92. Integration of videos with LMS platforms such as SWAYAM ensures:

A. Higher production budgets
B. Exclusive access for administrators
C. Structured delivery and learner tracking
D. Automatic content creation

93. Moodle and Canvas platforms mainly support:

A. Hardware-based video recording
B. Broadcast signal transmission
C. Live studio switching
D. Content hosting, delivery, and assessment

94. SDI technology is commonly used in broadcasting because it:

A. Works only with consumer devices
B. Supports compressed internet streaming
C. Is limited to short cable lengths
D. Carries high-quality uncompressed signals

95. IP streaming differs from traditional broadcasting by using:

A. Computer networks for media transmission
B. Analog signal distribution methods
C. Physical storage media only
D. Satellite-based uplinking

96. OBS Studio is widely adopted because it:

A. Requires proprietary broadcast hardware
B. Enables live streaming and source mixing
C. Performs automatic content assessment
D. Works only with single-camera setups

97. YouTube Live and IPTV platforms are mainly used for:

A. Offline content archiving
B. Editing recorded video footage
C. Live content delivery to audiences
D. Scriptwriting and storyboarding

98. Social media streaming primarily helps institutions to:

A. Replace LMS platforms
B. Eliminate post-production work
C. Expand reach and engagement
D. Restrict access to learners

99. AI tools in media production are commonly used for:

A. Assisting editing, captioning, and automation
B. Replacing instructional designers completely
C. Eliminating human quality checks
D. Managing physical studio equipment

100. Automatic captioning using AI mainly improves:

A. Camera framing accuracy
B. Accessibility and inclusivity of content
C. Video compression efficiency
D. Lighting balance in studios