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Cambridge Assessment International Education

Cambridge IGCSE™

INFORMATION AND COMMUNICATION TECHNOLOGY **0417/21**

Paper 2 Document Production, Databases and Presentations **February/March 2024**

2 hours 15 minutes

You will need: Candidate source files (listed on page 2)

INSTRUCTIONS

- Carry out **all** instructions in each step.
- Enter your name, centre number and candidate number on every printout before it is sent to the printer.
- Printouts with handwritten candidate details will **not** be marked.
- At the end of the examination, put all your printouts into the Assessment Record Folder.
- If you have produced rough copies of printouts, put a cross through each one to indicate that it is **not** the copy to be marked.
- You must **not** have access to either the internet or any email system during this examination.

INFORMATION

- The total mark for this paper is 70.
- The number of marks for each question or part question is shown in brackets [ ].

This document has **12** pages. Any blank pages are indicated.

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[Turn over

You have been supplied with the following source files:

c02categories.csv
c02classifications.csv
c02evidence.rtf
c02games.csv
c02gaming.rtf
c02genre.csv
c02logo.jpg
c02ratings.csv
c02safety.rtf

Task 1 – Evidence Document

Open the file **c02evidence.rtf**

Make sure that your name, centre number and candidate number will appear on every page of this document.

Save this document in your work area as **EVIDENCE** followed by your candidate number, for example EVIDENCE9999

You will need your Evidence Document during the examination to place screenshots in when required.

Task 2 – Document

You are going to edit a report about Video Gaming. The company uses a corporate house style for all its documents. Paragraph styles must be created and applied as instructed.

1 Using a suitable software package, open the file **c02gaming.rtf**

The page setup is set to A4, landscape orientation with 2.5-centimetre margins. Do **not** make any changes to these settings.

Two paragraph styles have already been created. Do **not** make any changes to these.

Save the document in your work area with the file name **GAMARKET**

Make sure it is saved in the format of the software you are using.

Place in your Evidence Document a screenshot to show this file has been saved. Make sure that there is evidence of the file type.

[1]

2 Place in the header of the *GAMARKET* document the text **Gaming review by:** followed by a space and your name, centre number and candidate number right-aligned.

Place in the footer automated page numbers right-aligned.

Make sure that:

- all the alignments match the page margins
- no other text or placeholders are included in the header or footer areas
- the headers and footers are displayed on all pages.

[3]

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3 Select the subheading *Games* and the following text up to and including the paragraph ending *… same hardware and performance*.

Change the page layout so that only this text is displayed in two columns of equal width with a 1.5-centimetre space between them.

[2]

4 Apply numbered bullets (1., 2., 3., …) to the text from:

Action Games
to
Role-Playing Games

Make sure that:

- the numbers are aligned at the left margin
- the list is in single-line spacing with no space before or after each line
- there is a 6-point space after the last item in the list.

[3]

5 Create and store the following style, basing it on the default/normal paragraph style:

Style name	Font style	Font size (points)	Alignment	Enhancement	Line spacing	Space before (points)	Space after (points)
GA-subhead	serif	20	centre	bold, italic, all capitals	single	0	0

Take a screenshot to show that you have defined the settings for the *GA-subhead* style.

Make sure that there is evidence that you have based this on the default/normal paragraph style.

Place this in your Evidence Document.

[2]

6 Identify the three subheadings in the document and apply the *GA-subhead* style to each one. [1]

7 Locate and move the paragraph:

Cloud gaming is a method … to access content.

so that it appears as a new paragraph immediately after the heading *Cloud Gaming*

[1]

8 Place a cloud shape aligned to the right of the column and the top of the paragraph starting *… There are many advantages*

Format the shape so that:

- it is re-sized to a width of five centimetres
- the outside edge of the cloud is black and 3–4 points thick
- it is filled with a light-grey shading (10–25%)
- the text wraps around the shape.

[6]

9 Enter the text **Cloud Gaming** in the cloud shape created in Step 8.

Format this text to display in a bold, black font.

Make sure that the text fits within the shape and does **not** touch the border. The completed shape should look like this:



[2]

10 Spell check and proofread the document.

Make sure that:

- the list is **not** split over two columns or pages
- there are no widows or orphans
- there are no blank pages
- original styles are maintained
- all styles are applied consistently
- spacing is consistent between all items.

Save the document using the same file name and format used in Step 1.

Print the document.

[2]

[Total: 23]

Task 3 – Database

You are now going to prepare some reports.

Make sure all currency values display the same currency symbol and are set to two decimal places.

11 Examine the file **c02games.csv** and identify the most appropriate field to set as a primary key. Close this file.

Using database software, import the file *c02games.csv*

Use these field names and data types:

Field name	Data type	Store	Display
Game_Title	Text		
Release_Year	Number	Integer	0 decimal places
Gen_Code	Text		
Game_Code	Text		
Age_Code	Text		
Game_Publisher	Text		
Price	Number/Currency	Decimal	currency symbol with 2 decimal places
Console_Type	Text		
Platform	Text		
Global_Sales	Number	Decimal	2 decimal places
Rank	Number	Integer	0 decimal places

Set the identified field as the primary key.

Save the data.

Place in your Evidence Document a screenshot showing the field names, data types and the primary key used in the table.

[3]

12 Import the file **c02classifications.csv** as a new table in your database.

Use the field names and data types provided.

Set *Age_Code* as a primary key.

Place in your Evidence Document a screenshot showing the field names, data types and primary key used in the table.

[1]

13 Import the file **c02genre.csv** as a new table in your database.

Use the field names and data types provided.

Set *Gen_Code* as a primary key.

Place in your Evidence Document a screenshot showing the field names, data types and primary key used in the table.

[1]

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14 Create one-to-many relationships as links between:

- *Gen_Code* in the genre table and *Gen_Code* in the games table
- *Age_Code* in the classifications table and *Age_Code* in the games table.

Place in your Evidence Document screenshots showing the type of relationships between the three tables.

[1]

15 Add the following as a new record in the games table:

Game_Title	**Dr Tomas**
Release_Year	**2006**
Gen_Code	**G6**
Game_Code	**PZ020**
Age_Code	**C3**
Game_Publisher	**Creation Arts**
Price	**18.80**
Console_Type	**Cyrus 360**
Platform	**GD7**
Global_Sales	**4.86**
Rank	**203**

Check your data entry for errors. Save the data.

[2]

16 Using fields from all three tables, produce a tabular report that:

- selects the records where:
  - *Console_Type* begins with the text **Cyrus**
  - *Release_Year* is **2010** or later
- shows only the fields *Game_Title*, *Genre*, *Age_Category*, *Release_Year*, *Console_Type* and *Rank* in this order, with data and labels displayed in full. Do **not** group the data
- sorts the data into ascending order of *Rank*
- has a page orientation of portrait
- fits on a single page
- includes only the title **Latest Cyrus Console Games** displayed in a larger font size, fully visible, at the top of the page
- has your name, centre number and candidate number on the report.

Save and print your report.

[6]

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17 Using fields from the games table and classifications table, produce a tabular report that:

- selects the records where:
  - *Game_Title* includes the text **Tomas**
  - *Age_Code* is **C3** or **C7**
- contains a new field called **Sales_%** which is calculated at run-time. This field will display the percentage sales for each game in this selection. The total number of games sold was 354. Use *Global_Sales* divided by 354, then multiplied by 100. Format this field to display with two decimal places
- shows only the fields *Game_Title*, *Age_Category*, *Global_Sales*, *Game_Publisher*, *Console_Type*, *Price* and *Sales_%* in this order, with data and labels displayed in full. Do **not** group the data
- sorts the data into ascending order of *Console_Type* and descending order of *Global_Sales*
- has a page orientation of landscape
- fits a single page width
- includes only the title **Junior Tomas Games** displayed in a larger font size, fully visible, at the top of the page
- calculates the average price and places this below the *Price* column at the end of the report. Format this value as currency with two decimal places
- has the label **Average game price** fully visible to the left of this value
- has your name, centre number and candidate number in the footer of the report so it appears in the same position on every page.

Save and print your report.

Place in your Evidence Document a screenshot showing the database formula used to calculate the average price. Make sure that the formula is fully visible.

[14]

[Total: 28]

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[Turn over

Task 4 – Presentation

You are going to create a short presentation about online gaming safety.

All slides must have a consistent layout and formatting.

18 Create a presentation of eight slides using the file **c02safety.rtf**

Unless otherwise instructed, the slides must display a title and a bulleted list.

[1]

19 Use a master slide to display only the following features:

- automatic slide numbers on the top left
- the company logo **c02logo.jpg** positioned on the top right
- your name, centre number and candidate number.

Make sure that:

- master slide items appear in the same position on every slide
- no items overlap on any slide.

[2]

20 Format Slide 1 so that:

- a title slide layout is applied with no bullets
- the title and subtitle text are centre-aligned and in the middle of the slide.

[1]

21 Delete the slides with the titles *Gaming Benefits* and *Negative Effects Of Gaming*

[1]

22 Use the data in the file **c02ratings.csv** to create a vertical bar chart to show the number of ratings given to each age category in 2023 only. Display, with labels, the age categories on the category axis and the number of games on the value axis.

Do **not** display a legend.

[2]

23 Label the chart as follows:

- chart title **Rating of games in 2023**
- category axis title **Age category**

[2]

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24 Display only the data values along the top of each bar. [1]

25 Format the value axis scale to display:

- a minimum value of **0**
- a maximum value of **560**
- increments of **70**

[2]

26 Place the chart to the left of the bullets on the slide with the title *Game Ratings*

Make sure that:

- no words in the chart are split
- all data and labels are fully visible
- the chart and its contents do **not** overlap any slide items.

[1]

27 On the slide with the title *Game Ratings*, format the text *age classifications* so that when clicked, it opens the document with the file name **c02categories.csv**

Take a screenshot to show that the text links to the correct file. Place this in your Evidence Document.
[2]

28 Add the following text as presenter/speaker notes to the slide with the title *Game Ratings*

Rating guidance helps parents make informed choices.

Print only this slide as presenter/speaker notes.

[2]

29 Save the presentation.

Print slides 1, 2, 3 and 4 only as handouts in portrait orientation, with two slides on each page, and with each slide filling half the page.

[2]

[Total: 19]

Task 5 – Printing the Evidence Document

30 Make sure that your name, centre number and candidate number appear on every page of your Evidence Document.

Save your Evidence Document.

Print your Evidence Document.

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