

Edexcel GCE

**Applied Information and
Communication Technology**
Unit 9: Communications and Networks

January 2013

Scenario

Paper Reference

6959/01

The scenario should be distributed to candidates at least three working weeks before the examination.

Note: There are **no** practice files for this examination.

This scenario should be used for the purposes of preparing candidates for the examination. This copy **must not** be taken into the examination. The information contained in the scenario will be included in the examination paper.

Further details are in the Instructions for the Conduct of Examinations (ICE), available from the Edexcel website for this qualification.

Edexcel will not accept any request for special consideration should candidates be given the incorrect scenario for the examination they are sitting.

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Scenario

The Toys and Games Museum

The Toys and Games Museum is situated near to your centre. It is run by a non-profit group.

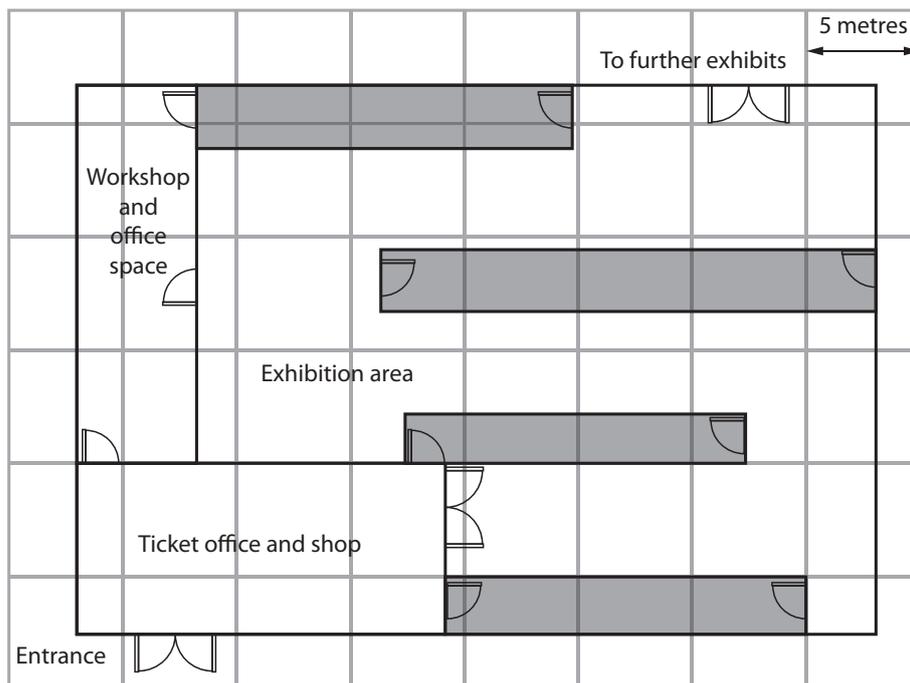
The aims of the museum are to:

- collect, conserve and display toys and games
- educate people about the history of toys and games
- encourage museum visitors to play with the toys and games, or replicas of them.

The museum has established links with your centre and offers placements for work experience and community service. You are due to start a placement after the exams have finished.

In 2012 the museum successfully applied for a National Lottery grant. It has recently received a payment of £7000. It will use the grant to introduce a new interactive exhibit. The exhibit will allow visitors to play games written for early home computers such as the ZX Spectrum, Atari ST and Amiga 500.

The museum is housed in a modern, single-storey industrial-style building. The building has ample power outlets and has a false ceiling, which hides a service grid of walkways and conduits. This is used to supply services to all parts of the exhibition area. The part of the building that will house the early computer exhibit is shown on the sketch map.



The areas shaded in grey are for staff only and are used for setting up and servicing the exhibits. These areas are open at the top and have internal ladders to allow access to the service grid.

The museum's curator is Alan Sinclair. He has a degree in museum management and organises the day-to-day running of the museum. He is also responsible for the care and display of the museum's collections. He is an experienced computer user but his only networking experience has been to set up a simple peer-to-peer network in the museum.

The peer-to-peer network consists of:

- two PCs in the workshop and office space, with a shared laser printer
- a WiFi router with a built-in five-port switch
- a point of sale system in the ticket office and shop.

There are two assistant curators who help Alan to run the museum. These three people are the only full-time employees of the museum. The rest of the staff are part-time volunteers. They run the shop and ticket office, provide guides for the exhibits and help with conservation work.

One of the assistant curators specialises in electronic toys and will be restoring and maintaining the early computers. The museum does not have an expert in networking or modern systems. Alan knows that you have been taking an Applied ICT course and has asked you to help him.

The museum has a display of early computers running demonstration programs. Alan is worried that these machines may be damaged if they are used in the planned interactive exhibit. He knows that many of these computers can be emulated on modern PCs and thinks that some sort of virtualisation that makes use of emulation might be the answer.