CBCS SCHEME

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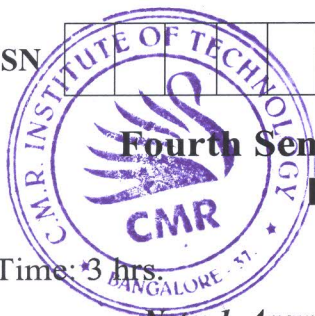
22MCA423

Fourth Semester MCA Degree Examination, June/July 2024
Fundamentals of Game Design

Time: 3 hrs.

Max. Marks: 100

Note: 1. Answer any FIVE full questions, choosing ONE full question from each module.
2. M : Marks , L: Bloom's level , C: Course outcomes.

		Module – 1	M	L	C
Q.1	a.	What do you mean by serious games? Explain different kind of serious games.	10	L1	CO1
	b.	Explain the stages of design process.	10	L2	CO2
		OR			
Q.2	a.	Compare and contrast between conventional games and video games.	10	L1	CO1
	b.	Describe the anatomy of a game designer.	10	L2	CO2
		Module – 2			
Q.3	a.	Define Genre. Explain Role – playing games. Action and Arcade games.	10	L2	CO3
	b.	Describe the dangers of binary thinking.	10	L2	CO3
		OR			
Q.4	a.	Explain Vanden Berghe's five domains of play.	10	L2	CO3
	b.	What is sub Genre? Explain Adventure and Puzzle games.	10	L2	CO3
		Module – 3			
Q.5	a.	Discuss the different direct payment models for video games.	10	L2	CO2
	b.	Depict the need of these devices for video games : i) Portable devices ii) Personal computers.	10	L2	CO3
		OR			
Q.6	a.	Discuss the different indirect payment models for video games.	10	L2	CO2
	b.	Compare and contrast between stand alone games and browser based games.	10	L2	CO3
		Module – 4			
Q.7	a.	What is self defining play? Explain the forms of personality expression.	10	L1	CO4
	b.	Depict the relationship between player and avatar.	10	L1	CO4
		OR			
Q.8	a.	Explain constrained and free form creative play.	10	L1	CO4
	b.	What is temporal dimension? Explain variable time and anomalous time.	10	L2	CO4
		Module – 5			
Q.9	a.	Explain the need of storytelling engine in game with a diagram depicting relationship with core mechanics.	10	L2	CO2
	b.	Differentiate between linear and non linear stories.	10	L3	CO2
		OR			
Q.10	a.	How do you perform character dimensionality for defining characters of video game?	10	L1	CO4
	b.	What do you mean by interactive stories? What are the different kinds of events in interactive story?	10	L1	CO2

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