Total No. of printed pages = 6

END SEMESTER EXAMINATION – 2020

Semester : 6th (New)

Subject Code : AMT-605

INTRODUCTION OF GAMING THEORY

Full Marks – 70

Time – Three hours

The figures in the margin indicate full marks for the questions.

Illustrate your answers with suitable sketches and examples wherever necessary.
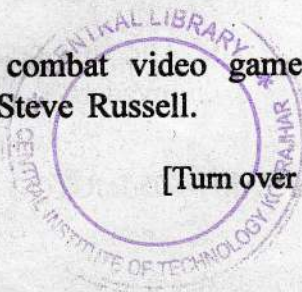
Instructions :

1. *All* questions of PART–A are compulsory.

2. Answer any *five* questions from PART–B.

PART – A

Marks – 25

1. Fill in the blanks : $1 \times 10 = 10$

    (a) The first Home Game System was called
    _____.

   (b) _____ is a space combat video game developed in 1962 by Steve Russell.

[Turn over

(c) Game Studies are divided into _____ classes of thoughts.

(d) Games that existed on freestanding coin-operated machines are called _____ games.

(e) Players of _____ games tend to be the oldest population of the game playing community.

(f) Character management is technical in _____ games.

(g) Gameplay generally includes running and jumping in _____ games.

(h) _____ games are usually developed in Flash or Shockwave.

(i) _____ perspective most commonly refers to a viewpoint behind the player character.

(j) A _____ is a stream of data that is being tracked over time.

2. Write True or False :   1×10=10

(a) Video game is a form of art.

(b) The first commercial video game was Space Invaders.
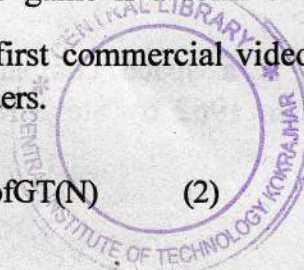
(c) Computer Space is a space combat arcade game.

(d) Only a specific age group of people can play video games.

(e) Action games also include most sports titles.

(f) Games like PUBG and Fortnite belong to the War and Espionage genre.

(g) Players cannot interact with NPCs.

(h) The factor that makes a game addictive is visuals.

(i) In customer metrics, in-game chat is tracked.

(j) Cheat codes are created by the game developers themselves.

3. Choose the correct answer :   1×5=5

(a) The first real video game was

    (i) Star Wars   (ii) Space Invaders

    (iii) Space Wars   (iv) Computer Space
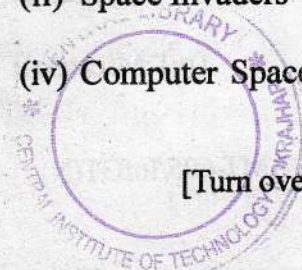
(b) Reflex response is the primary skill required to play

    (i) Adventure games   (ii) Action games

    (iii) Fighting games   (iv) Racing games

(c) Class of Clans is a

    (i) MMORPG   (ii) MMOG

    (iii) OWG   (iv) RPG

(d) Accelerated Processing Unit or APUs are developed by

    (i) Intel   (ii) NVidia

    (iii) ASUS   (iv) AMD

(e) Which among the following is not a Virtual Reality gaming gear ?

    (i) Google Cardboard

    (ii) HTC Vive

    (iii) Oculus Rift

    (iv) Microsoft XBox
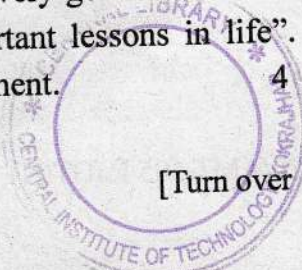
PART – B

Marks – 45

4. (a) How did video game get its name ? 2

    (b) What are game categories ? 2

    (c) Describe any *two* game categories with examples. 2+2+1=5

5. (a) Explain the *Overhead View* perspective of a video game. 3

    (b) Why are Audio and Visuals not the most important element of a video game ? 6

6. What is a *metric* in game analytics ? Describe the categories of metrics. 1+8=9

7. (a) What is a cheat code in a video game ? 2

    (b) How is using cheat codes different from hacking ? 3

    (c) "Video games can be a very good medium to learn about some important lessons in life". Justify the above statement. 4

8. (a) What are console exclusive games ? Give few examples. 5

   (b) Explain why is there a conflict between hardcore gamers and casual gamers. 4

9. Explain the differences between a CPU, GPU and APU. $3 \times 3 = 9$

10. Discuss playing video games in Virtual Reality and the probable advantages and disadvantages of it. $3 + 6 = 9$

11. Describe the MDA Framework while explaining its components. $3 + 6 = 9$

12. Write short notes on : $3 \times 3 = 9$

    (a) Game community

    (b) Game culture

    (c) Game journalism.