

Total No. of printed pages = 2

AMT-605/IOGT/6th Sem/2017/M

INTRODUCTION OF GAMING THEORY

Full Marks – 70

Pass Marks – 28

Time – Three hours

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

Answer any *seven* questions.

Illustrate your answers with suitable examples and references wherever necessary.

1. (a) Define a 'video game'. 4
(b) What are the key concepts of a video game ? 6
2. Explain in your own words how games being used as digital media is beneficial ? 10
3. Describe the terms "Narratology" and "Ludology". 5+5=10
4. What are game types ? Give five examples. 5+5=10

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5. What are the different game genres ? Give examples. 10
6. What are the various gaming platforms available in the market ? How does gameplay experience differ from platform to platform ? 4+6=10
7. What are cheat codes ? Explain how they affect gameplay. 10
8. Do you think playing violent video games can turn someone violent ? Justify your answer. 10
9. Write short notes on any *two* of the following games : 2×5=10
- (i) Pac-Man
 - (ii) Pong
 - (iii) Super Mario
 - (iv) Tetris
 - (v) Mortal Kombat
 - (vi) Angry Birds
 - (vii) Doom.