

Total No. of printed pages = 7

AMT-605/IOGT/6th Sem/2018/M

INTRODUCTION OF GAMING THEORY

Full Marks – 70

Time – Three hours

The figures to the right indicate full marks for the questions.

Illustrate your answers with suitable sketches and examples wherever necessary.

PART – A

All questions are mandatory.

1. Fill up the gaps : 15×1=15
- (a) The first real video game was _____.
- (b) The first commercial video game was _____.
- (c) First hit game was _____.
- (d) Play can be defined as an activity engaged in for enjoyment and _____.
- (e) The study of games as novels or literature is called _____.

[Turn over

- (f) The study of games as Interactive Play is called _____.
- (g) Game types can be defined as a description of _____.
- (h) The popular brick game is also known as _____.
- (i) _____ games involves rendering opponents unconscious or dead by using a number of different moves.
- (j) Super Mario is a type of _____ game.
- (k) A stream of data that is being tracked over time for game analytics is called _____.
- (l) The characters which cannot be controlled by a player in a game are called _____.
- (m) The games in which players can roam the virtual worlds and approach objectives freely are called _____ games.
- (n) A piece of software which modifies the appearance and/or rules of an existing game is called _____.

(o) ___ is a type of online role playing game in which human players can fight each other.

2. Choose the correct answer from the following questions : 1×10=10

(a) Games that offer exploration and puzzle solving as the main attraction are called :

- (i) Action games
- (ii) Adventure games
- (iii) Puzzle games
- (iv) Role-playing games

(b) Games that offer the player an opportunity to immerse themselves in the player character's situation are called :

- (i) Action games
- (ii) Adventure games
- (iii) Puzzle games
- (iv) Role-playing games

(c) Games that entertain through reasoning and problem solving are called :

(i) Adventure games

(ii) Puzzle games

(iii) Strategy games

(iv) Simulation games

(d) Max Payne is a game which belongs to the genre :

(i) Mystery

(ii) Crime

(iii) Fantasy

(iv) Drama

(e) Grand Theft Auto is a game which belongs to the genre :

(i) Science Fiction

(ii) Crime

(iii) War and Espionage

(iv) Drama

(f) Games that attempt to realistically mimic conditions of a particular environment or activity are :

- (i) Strategy games
- (ii) Sports games
- (iii) Simulation games
- (iv) Racing games

(g) First Person Sneaker games focus on which trait of a player character :

- (i) Combat skills
- (ii) Agility
- (iii) Health
- (iv) Stealth

(h) The two marketing giants who produces GPUs for PCs are NVidia and :

- (i) AMD
- (ii) ASUS
- (iii) ATI
- (iv) Gigabyte

- (i) Gran Turismo is a game series playable only on :
- (i) XBox (ii) iOS
- (iii) Playstation (iv) Android
- (j) The renowned game “Candy Crush” is a type of :
- (i) Puzzle game (ii) Adventure game
- (iii) Strategy game (iv) MMOG

PART – B

Answer any *three* questions.

3. (a) Write a short note on PONG. 4
- (b) What are the advantages and disadvantages of games as digital media ? 6+5=11
4. (a) Mention five different methods of brainstorming for ideas on games. 5
- (b) Explain what are Narratology and Ludology. 5+5=10
5. (a) What are MMOGs ? 5
- (b) What are the various Player Perspectives ? Describe them with examples. 10

6. (a) What are game analytics? Describe the metrics which are taken into account for game analytics. 2+8=10
- (b) What are Cheat Codes and how do they affect normal gameplay? 5
7. (a) State the differences between a Hardcore Player vs Casual Players? 10
- (b) Why are aesthetics important in games? Explain with examples. 5