2021

INTRODUCTION TO GAMING THEORY

Full Marks – 100

Time – Three hours

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

Answer Question No.1 and
any *four* from the rest.

1. (a) Fill in the blanks :   1×10=10

    (i) The first Home Game System was called

    _____ .

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

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

    (iv) Games that existed on freestanding coin-
    operated machines are called _____
    games.
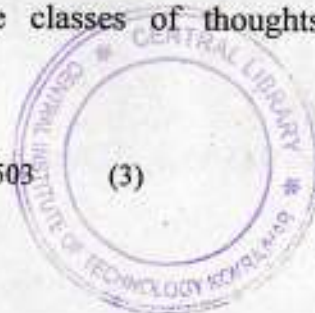
                                              [Turn over

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

(vi) Character management is technical in_____ games.

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

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

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

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

(b) Write true or false :   1×10=10

(i) Video game is a form of art.

(ii) The first commercial video game was Space Invaders.

(iii) Computer Space is a space combat arcade game.

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

(v) Action games also include most sports titles.

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

(vii) Players cannot interact with NPCs.

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

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

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

2. (a) What is a Video game ? What is the difference between a Video game and a Computer game ? $2+3=5$

(b) What are some of the advantages and disadvantages of using games as digital media ? $6+5=11$

(c) Define the classes of thoughts of Game Studies. 4

3. (a) What is the difference between a game type and a game genre ? 4

(b) Describe the game types along with their characteristics. 12

(c) Name any four game genre with an example each. 4

4. (a) What is the difference between a MMORPG and a MMOG ? 4

(b) Describe any two player perspectives.
$2\times5=10$

(c) What are the most important elements of a game design from a designer's perspective ? 6

5. (a) How can video games teach some important lessons in life ? Give examples to support your answer. 8

(b) What is Game analytics ? State the categories of metrics. $2+4=6$

(c) What is the difference between Cheat Codes and Hacks ? 6

6. (a) Explain how you can play beyond the rules of the game without breaking them. 5

   (b) How do you identify a Casual Gamer and a Hardcore Gamer ? 10

   (c) What is an APU ? How does it differ from a CPU or a GPU ? 5

7. Write short notes on the following : 5×4=20

   (a) NPC

   (b) Easter Egg

   (c) Gaming Identity

   (d) Game Community.