

2022

## 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: (10x1 = 10)

- i. Video game is a form of \_\_\_\_\_.
- ii. Computer Space was the first \_\_\_\_\_ video game.
- iii. The study of games as interactive play is called \_\_\_\_\_.
- iv. Adventure games offer \_\_\_\_\_ and puzzle solving as the main attraction.
- v. \_\_\_\_\_ games require the player to take on a leadership role.
- vi. \_\_\_\_\_ games focus on stealth rather than combat or shooting.
- vii. In PvP games, players who scores most kills or most points are awarded the \_\_\_\_\_ title.
- viii. Hidden messages which are left in game for players to find are called \_\_\_\_\_.
- ix. \_\_\_\_\_ is the gaming platform used for mobile devices from Apple Inc.
- x. There are \_\_\_\_\_ type of aesthetics.

B) State True or False: (1 x 10 =10)

- i. The first real video game was “PONG”.
- ii. Action games also include most sports titles.
- iii. Fighting plays a major role in Adventure games.
- iv. Commandoes: Behind Enemy Lines is an action game.
- v. Overhead perspective is also sometimes referred to as God view.
- vi. One of the methods of brainstorming game ideas is by creating prototypes.
- vii. Fortnite belongs to the Battle Royale genre.
- viii. The game map of an OWG is small but gives a real life like experience.
- ix. In PvP Games, players compete against computer-controlled opponents or players.
- x. Gran Turismo is a console exclusive game.

...Contd.

2. A) Mention any five methods of brainstorming for game ideas. (5)  
B) Explain why games should or should not be converted into digital media. (7)  
C) Describe Narratology and Ludology with examples. (6+2=8)
3. A) How are video games classified? Define the classifications. (2+2=4)  
B) How does Role Playing games differ from Strategy games? (10)  
C) Name any six game categories with an example each. (6)
4. A) What are OWGs and how are they different from other games? (5)  
B) Describe the four player perspectives with examples. (10)  
C) Why is there a conflict between hardcore gamers and casual gamers? (5)
5. A) What are the gaming peripherals required to build a gaming rig? (10).  
B) What do you need Game Analytics? (5)  
C) What is an Easter egg? How does it affect gameplay? (2+3=5)
6. A) Briefly describe the MDA Framework. (5)  
B) Do you think Game Journalism is important? Explain why. (5)  
C) Describe Game Community and Game Culture. (10)
7. Write short notes on the following: (4x5 = 20)  
A) APU  
B) PvP/PvE  
C) Google Cardboard  
D) Gaming Platforms.

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