2024

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.   The first commercial video game was _____.
    iii.   On the basis of gameplay, games are categorized under game _____.
     iv.   Games that allow a player to immerse into the player character's situation are called _____.
      v.   Resource management is key in _____ games.
     vi.   First Person Sneaker is a sub-genre of _____ games.
    vii.   Platform games like Super Mario are also called _____.
   viii.   Educational games are called _____ games.
     ix.   The player perspective mostly seen in fighting games is called _____.
      x.   Full form of 'mod' is _____.

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

      i.   PONG game was based on the sports, badminton.
     ii.   Game studies are classified into three classes of thoughts.
    iii.   All sports titles fall under the category of action games.
     iv.   Candy Crush is a puzzle game.
      v.   Battle Royale is a game type.
     vi.   In PvP games, the opponent is a computer-generated entity.
    vii.   Puzzle games test your IQ level.
   viii.   In any game, the number of casual players is lesser than hardcore players.
     ix.   APU stands for Arithmetic Processing Unit.
      x.   Gran Turismo is a console exclusive game.

2. A) Why are some real-life games converted into digital media?   (4)
   B) What are some of the advantages of converting games as digital media?   (6)
   C) Mention any ten methods of brainstorming for game ideas.   (10)

                                                                            P.T.O.

3. A) Explain what is Narratology and Ludology with examples.   (3+3=6)
    B) Describe Action Games and Adventure Games with examples.   (5+5 = 10)
    C) Define Game genre with an example.   (4)

4. A) How is an MMOG different from an MMORPG?   (5)
    B) Differentiate between PvP and PvE game modes.   (5)
    C) Describe the different player perspectives with examples.   (8+2 = 10)

5. A) Briefly describe the MDA framework.   (6)
    B) Discuss whether using of Cheat Codes and Hacks in games are legal or illegal.   (6)
    C) What are the eight types of Aesthetics?   (8)

6. A) Differentiate between Casual and Hardcore Gamers.   (6)
    B) Why is there a conflict between casual players and hardcore players?   (4)
    C) Name at least ten peripherals needed to build a gaming rig.   (10)

7. Write short notes on any four from the following: (4x5 = 20)
    A) OWG
    B) NPC
    C) Gaming Platforms
    D) APU
    E) Game Journalism
    F) Gaming Community.

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