

Reg.No. _____



Karunya UNIVERSITY

(Karunya Institute of Technology & Sciences)
(Declared as Deemed-to-be University under Sec.3 of the UGC Act, 1956)

End Semester Examination – Nov/Dec – 2016

Code : **14CS3055**
Sub. Name : **Interactive Game Design**

Semester : **2016-17 ODD**
Duration : **3hrs**
Max. marks : **100**

ANSWER ALL QUESTIONS (5 x 20 = 100 Marks)

| Q. No. | Sub Div. | Questions | Course Outcome | Marks |
|---------------------------|----------|---|----------------|-------|
| 1. | a. | Player actions as specified by procedures can be split up into four major categories in most of the games. List the procedures for Super Mario Bros and compare with the actions specified by the procedures. | CO1 | 10 |
| | b. | Discuss the iterative playcentric design process that a game designer should go through when designing a game. | CO1 | 10 |
| (OR) | | | | |
| 2. | a. | Discuss the dynamic relationship between challenge and ability, frustration and boredom that creates an optimal experience for a person engaged in an activity. Bring out the elements that help to achieve 'FLOW'. | CO1 | 10 |
| | b. | Justify How 'Players' are classified as Formal elements. | CO2 | 10 |
| 3. | | Think of your favourite game and write down the description of it. Describe the entities listed in the dramatic elements of your game. | CO1 | 20 |
| (OR) | | | | |
| 4. | | Describe the different categories of editing and refining ideas and turning those ideas into a game. | CO2 | 20 |
| 5. | a. | What are the effective interface design techniques that can help your game reflect both original thinking and sensitivity to user expectations? | CO1 | 10 |
| | b. | Elaborate the different viewpoints of the game environment. Write the distinctive feature of each point of view with examples. Which viewpoint is the best choice for your game? | CO1 | 10 |
| (OR) | | | | |
| 6. | a. | When the game prototype is playable, how will you recruit play testers and conduct a play testing session. | CO1 | 10 |
| | b. | As a game designer, how will you conduct a play testing session when you have the strange play testers in your office? | CO1 | 10 |
| 7. | a. | How do you make the choices in your game have significance? Analyze the concept of improving player choices using decision scale. | CO2 | 10 |
| | b. | What are the features that can kill the fun in the game design concept | CO1 | 10 |
| (OR) | | | | |
| 8. | | Show the 'V' shape graphical representation of the stages of development of a game and explain the tasks of each stage with time estimates. | CO1 | 20 |
| <u>Compulsory:</u> | | | | |
| 9. | | Illustrate the basic job categories that make up most development and publishing teams in the game industry and provide few examples of typical publishers and developers in the industry today. | CO1 | 20 |

ALL THE BEST