

JAYPEE UNIVERSITY OF INFORMATION TECHNOLOGY, WAKNAGHAT

TEST-1 EXAMINATION- March 2018

B. Tech. VIII Semester

COURSE CODE: 17B1WCI812

MAX. MARKS: 15

COURSE NAME: COMPUTER GAME DESIGN

COURSE CREDITS: 3

MAX. TIME: One Hour

Note: All questions are compulsory. Carrying of mobile phone during examinations will be treated as case of unfair means.

- Ques-1: (a) Define Huizinga's magic circle. (2)
(b) How critical role does it play in designing a game?
- Ques-2: (a) What does conflict in a game stands for? (2)
(b) How a designer does create conflict in the game?
- Ques-3: (a) What do you mean by the term Playtesters? (3)
(b) What role they play in the success of a game?
(c) Who all can be the stakeholders in context of the Playtesters for making the game successful from the point of user's experience?
- Ques-4: (a) Do games persuade its player? Justify your answer with examples. (3)
(b) How do games express their idea(s) to its player?
- Ques-5: (a) Explain Playcentric game design process in detail. (5)
(b) What type of process Playcentric game design is?
(c) How the success of the game is guaranteed if Playcentric game design process is followed?