

Name:

Enrolment No:



## UNIVERSITY OF PETROLEUM AND ENERGY STUDIES

End Semester Examination, May 2021

Programme Name: BTech. (CSE spl. GG)

Semester : VIII

Course Name : Gaming and Simulation

Time : 03 hrs

Course Code : CSEG4005

Max. Marks : 100

Nos. of page(s) : 2

### SECTION A

1. Each Question will carry 5 Marks

S. No.		Marks	CO
Q 1	Mention any four genres of computer games?	5	CO2
Q2	Mention any four levels of bloom's taxonomy	5	CO3
Q3	Mention any four principles to be considered when creating MMOGs?	5	CO4
Q4	Mention any two positive and two negative effects of violent video games and learning process?	5	CO4
Q5	In KNN algorithm K stands for?	5	CO3
Q6	Write full form for OLAP?	5	CO1

### SECTION B

1. Each question will carry 10 marks

2. Instruction: Write short / brief notes

Q7	Critically analyze the difference between traditional apprenticeships to cognitive apprenticeship?	10	CO4
Q8	Describe the medical simulation training in terms of gaming and simulation?	10	CO5
Q9	Critically describe the role playing taxonomy of educational games?	10	CO4
Q10	Critically describe how the artificial character is an essential attribute of educational game?	10	CO3
Q11	Critically analyze and discuss the tactical simulations? OR Critically analyze and discuss how planning simulation process allows participants to apply what they have learned?	10	CO4

**SECTION-C**

**1. Each Question carries 20 Marks.**

**2. Instruction: Write long answer.**

Q12	Explain in detail the interactive game based learning?  OR  Critically analyze and discuss what makes video games and effective teachers?	<b>20</b>	<b>CO5</b>
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