

Name:

Enrolment No:



UNIVERSITY OF PETROLEUM AND ENERGY STUDIES
End Semester Examination, May 2019

Course: Gaming and Simulation

Semester: VIII

Program: B. Tech in CSE GG

Course Code: CSEG 473

Time 03 hrs.

Max. Marks: 100

SECTION A


Q 1	Define any four genres for the education games as per the educational gaming taxonomy?	4	CO1
Q 2	Mention in brief about any four benefits of introducing games in education?	4	CO2
Q 3	Explain in brief about instructional design in simulation?	4	CO2
Q 4	Explain any two arguments for game based learning?	4	CO4
Q 5	Explain the basic simulation process?	4	CO5

SECTION B

Q 6	Draw the diagram of Bloom's taxonomy and briefly describe about them?	10	CO2
Q 7	Explain the concept of cognitive apprenticeship with a diagram.	10	CO3
Q 8	Mention and describe the benefits of interactive learning in gaming.	10	CO3
Q 9	Explain the building blocks of a game in detail OR Write a note on design considerations for multi-player online role-play games.	10	CO4

SECTION-C

Q 10	Analyze and discuss, how violent video games are effective teachers. OR Analyze and explain the use of simulation environment in healthcare education.	20	CO4
Q 11	Analyze and discuss the strengths and weaknesses of Tutor-Mediated Simulations.	20	CO5

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SECTION A

Q 1	Mention examples of any four educational genres as per the educational gaming taxonomy?	4	CO1
Q 2	Mention any two main educational theory? Write in brief about them?	4	CO2
Q 3	Compare traditional and cognitive apprenticeship in brief?	4	CO2
Q 4	Explain activity system with a neat figure?	4	CO4
Q 5	Briefly explain total enterprise simulation?	4	CO5

SECTION B

Q 6	As per the Jonassen's typology of problem solving, explain how the well-structured problem is different from ill-structured problem?	10	CO2
Q 7	Explain the basic requirements for game designing?	10	CO3
Q 8	Explain connect class room technology with an example.	10	CO3
Q 9	Discuss and compare single-system multi-player with online multi-player games.	10	CO4
	OR		
	Explain the learning objective model for online laboratory.		

SECTION-C

Q 10	Discuss with illustrations about the benefits of video games for education.	20	CO4
	OR		
	Analyze and discuss the negative effects of violent video games on the learner.		

Q 11	Analyze and compare the strengths and weakness of tactical over planning simulations.	20	CO5
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