Name:	<b>UPES</b>
Enrolment No:	UNIVERSITY WITH A PURPOS

## UNIVERSITY OF PETROLEUM AND ENERGY STUDIES

**End Semester Examination, 2020** 

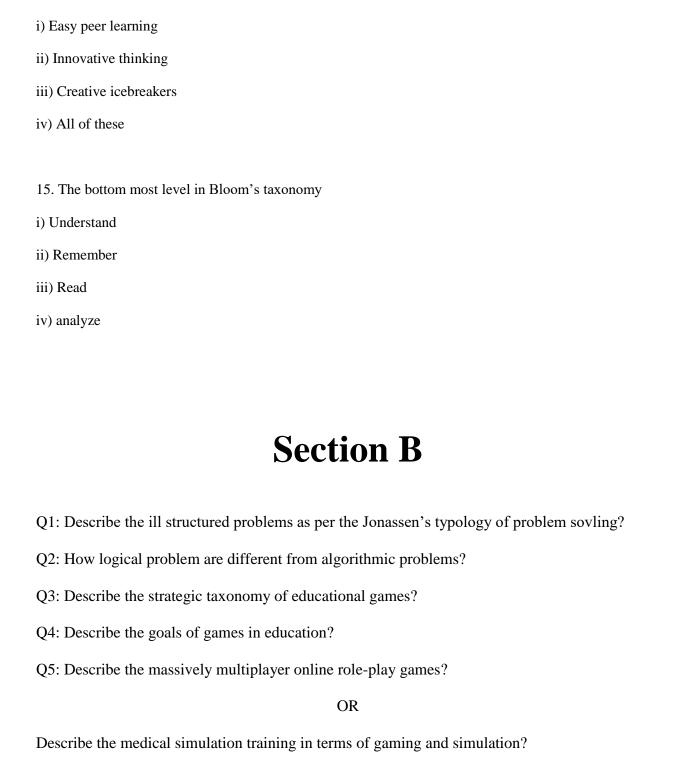
Course: Gaming and Simulation
Program: B.Tech. – CSE GG
Semester: VIII
Time 03 hrs.

Program: B.Tech. – CSE GG	Time 03 hrs.
Course Code: CSEG473	Max. Marks: 100
Section	$\mathbf{A}$
Q1: Tonk's survey suggests that simulation use inlittle likelihood of innovation	is in fact in a mature phase with very
i) Military	
ii) Marketing	
iii) Medical	
iv) All of these	
2: As per Jager (2007) the four P are	
i) Product, Price, Placement and Promotion	
ii) Product, Price, Position and Placement	
iii) Product, Position, Placement and Promotion	
iv) Product, Price Position and Promotion	
3. Total enterprise simulations include/s	
i) Appreciation Acumen	
ii) Tactical Management	
iii) Totality Simulation	
iv) All of these	
4, Elements of total enterprise simulation	

- i) Strategy
- ii) Finance
- iii) Billing
- iv) Insurance
- 5. GBL stands for

i) Game Build learning
ii) Give back learning
iii) Game Based Learning
iv) Game Backed Learning
6. The activity system in an analysis doesn't consists of
i) Tasks
ii) Community
iii) Rules
iv) Population
7. Diagnostic assessment is a technology which is described by
i) Wang
ii) Jenkins
iii) Charman
iv) Bernholt et al.
8. Changing paper and pencil test into Web based test is a technology which is described by
i) Wang
ii) Jenkins
iii) Charman
iv) Bernholt et al.
9. Managing complex tasks by students is assisted by experts in
i) Coaching
ii) Modeling
iii) Scaffolding

iv) Articulation
10. In cognitive domain the student can observe, enact and practice the required skills in
i) Coaching
ii) Modeling
iii) Scaffolding
iv) Articulation
11. Students are required to solve problems by applying correct subskills and concept knowledge in
i) Coaching
ii) Modeling
iii) Scaffolding
iv) Articulation
12. The student is encouraged by the expert to eplicate their knowledge, reasoning and problem solving strategies. in
i) Coaching
ii) Modeling
iii) Scaffolding
iv) Articulation
13. Therapeutic effects corresponds to
i) love, caring, empathy, curiosity
ii) Develop muscle control, eye hand coordination
iii) Hyperactivity, Brain Development
iv) resolving problems, understanding how things work
14. Benefits of games in education



## **Section C**

Critically analyze the positive and negative effects of violent video games and learning process?

Critically analyze and discuss what makes video games and effective teachers?