


Name: Enrolment No:	 UPES <small>UNIVERSITY WITH A PURPOSE</small>
UNIVERSITY OF PETROLEUM AND ENERGY STUDIES End Semester Examination, 2020	
Course: Gaming and Simulation Program: B.Tech. – CSE GG Course Code: CSEG473	Semester: VIII Time 03 hrs. Max. Marks: 100

Section A

Q1: Tonk's survey suggests that simulation use in _____ is in fact in a mature phase with very little likelihood of innovation

- 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 explicate 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

- i) Easy peer learning
- ii) Innovative thinking
- iii) Creative icebreakers
- iv) All of these

15. The bottom most level in Bloom's taxonomy

- i) Understand
- ii) Remember
- iii) Read
- iv) analyze

Section B

Q1: Describe the ill structured problems as per the Jonassen's typology of problem solving?

Q2: How logical problem are different from algorithmic problems?

Q3: Describe the strategic taxonomy of educational games?

Q4: Describe the goals of games in education?

Q5: Describe the massively multiplayer online role-play games?

OR

Describe the medical simulation training in terms of gaming and simulation?

Section C

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

OR

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