[4859]-1077

B.E. (Computer Engineering)
PROBLEM SOLVING WITH GAMIFICATION
(2012 Course) (Theory) (Semester - I) (410445 A) (Elective - II)

Time :2½ Hours]   *[Max. Marks :70*

Instructions to the candidates:

   1)   *Attempt questions Q.1 or Q.2, Q.3 or Q.4, Q.5 or Q.6, Q.7 or Q.8 and Q.9 or Q.10.*

   2)   *Assume suitable data, if necessary.*

Q1) a)   Explain Point Systems.   **[5]**

     b)   How Gamification could be employed for the betterment of an individual? **[5]**

<div align="center">OR</div>

Q2) a)   Can behavioral shift be achieved with Gamification? Justify your opinion with example.   **[5]**

     b)   What is Gamified loyalty? Explain with suitable example.   **[5]**

Q3) a)   Does prediction system have any significance in game designing? Describe your views.   **[5]**

     b)   Explain the Various stages of Mastery.   **[5]**

<div align="center">OR</div>

Q4) a)   What are the game elements? Describe the same in the context of 8 queens' problem.   **[5]**

     b)   What are the different categories of Players mentioned by Bartle?   **[5]**

Q5) a)   What do you mean by Game mechanics? What different Game mechanics can be used for user engagement in Social Networking?   **[10]**

     b)   How the participant can be motivated to participate in any activity? **[5]**

     c)   How Game Mechanics are different from the Game Dynamics?   **[3]**

<div align="center">OR</div>

Q6) a) What are the most commonly used Game Mechanics used for User Engagement? Explain any five mechanics. **[10]**

b) Explain how Feedback mechanism is helpful. Explain with example of one of the social problems. **[5]**

c) Explain significance and relevance of participant's profile in context of Gamification. **[3]**

Q7) a) How commonly used Game Mechanics could be designed and realized using any tool? **[10]**

b) How the behavior of the user could be quantified and studied to know the engagement in Social network? **[6]**

OR

Q8) a) What are the considerations one must do while designing the Game Mechanics? **[10]**

b) How analytics can help to know the success of the Program? Explain with any example. **[6]**

Q9) a) Design your solution as a solution architect for new product promotion using any Gamification tool. **[8]**

b) What are various advantages of Gamification tool? **[8]**

OR

Q10) a) How Gamification tool can be used to develop the solution to improve teaching learning process. **[8]**

b) List and explain features of any Gamification tool. **[8]**

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