

Total No. of Questions : 8]

SEAT No. :

P3558

[Total No. of Pages : 2

[4959] - 1158

B.E. (Computer)

A : Problem Solving With Gamification

(2012 Pattern) (Elective - II)

Time : 2 $\frac{1}{2}$ Hours]

[Max. Marks : 70

Instructions to the candidates:

- 1) *Q.1, Q.2, Q.3 & Q.4 are compulsory.*
- 2) *Solve Q.5 or Q.6, Q.7 or Q.8.*
- 3) *Assume suitable data if required.*

Q1) a) Explain gaming foundations. **[5]**

b) Write any four advantages of Gamification. **[5]**

Q2) a) Explain motivation with its types. **[5]**

b) Explain gamification metrics. **[5]**

Q3) a) Mention and explain different gamed Agencies of Gamification. **[8]**

b) What is Game dynamics? What are building blocks of Gamification. **[8]**

Q4) a) Explain the concept of Gamification.

b) Explain examples of Gamification in Education.

[10]

P.T.O.

- Q5)** a) Explain social Gamification examples. [6]
b) List Gamification companies and their role. [8]

OR

- Q6)** a) List and explain the installation and use of Gamification tools. [8]
b) Explain effective gamification strategies for corporate gaming. [6]

- Q7)** Explain concept of coding basic game mechanics. [10]

OR

- Q8)** Explain 8 Queen problems in Gamification. [10]

