

Total No. of Questions : 6]

SEAT No. :

P265

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OCT.-16/B. E./ Insem. -178
B.E. (Computer Engineering)
PROBLEM SOLVING WITH GAMIFICATION
(2012 Pattern) (Semester - I)

Time : 1 Hour]

[Max. Marks : 30

Instructions to the candidates:

- 1) *Attempt questions Q1 or Q2, Q3 or Q4, and Q5 or Q6.*
- 2) *Assume suitable data, if necessary.*

Q1) a) Define Gamification. Give examples of Gamification in Education, Government and Enterprise. **[5]**

b) With suitable examples explain SAPS (Status, Access, Power, Stuff). **[5]**

OR

Q2) a) How Gamification has been used in Health (like Nikefuel) or in location aware social application (like Foursquare)? **[5]**

b) What is Loyalty? How loyalty useful to have customer engagement of Airline travel? **[5]**

Q3) a) What are various human motivators to play games? Give examples. **[5]**

b) What do you understand by player types, stages of mastery? **[5]**

OR

Q4) a) In video game, how various types competition exists between say two users, and system versus user etc.? **[5]**

b) What is Intrinsic and Extrinsic motivation? Explain the concepts with suitable examples. **[5]**

Q5) a) How Levels and Leader Boards acts as game mechanics for designing games? **[5]**

b) Describe MAZE game. How can you design Fun, Play, Levels and Points for the same? **[5]**

P.T.O.

OR

- Q6)** a) Describe significance of following points with respect to designing of game. [5]
- i) Experience points.
 - ii) Redeemable points.
 - iii) Skill points.
 - iv) Karma points.
 - v) Reputation points.
- b) On Social networking sites like Facebook / Twitter how gamification can be used? (Hint: Like Profile filling activity gamification) [5]

