

SIXTH SEMESTER BA DEGREE EXAMINATION, APRIL 2025
ANIMATION AND GRAPHIC DESIGN
GAGD6E01T: INTRODUCTION TO GAME DESIGN

Time: 2 ½ Hours

Maximum: 80 Marks

SECTION A: Answer the following questions. Each carries *two* marks.
(Ceiling 25 marks)

1. Describe the prisoner's dilemma.
2. What is the importance of testing in game development?
3. Explain the term chicken out.
4. Explain the concept of Game mechanics.
5. What are the primary roles of players in a game?
6. List three examples of game mechanics.
7. What is the importance of strategy in games?
8. Explain the concept of different roles in games.
9. What makes war games different from other game types?
10. What is idea generation in the context of game design?
11. Give two examples of card games and their objectives.
12. Define and give an example of a tabletop game.
13. What are the primary characteristics of a game?
14. Describe the role of feedback in user experience design.
15. How does character design support a game's story?

SECTION B: Answer the following questions. Each carries *five* marks.
(Ceiling 35 marks)

16. How does Nash Equilibrium explain strategic decision-making? Give examples.
17. What are the different ways players interacting in games, and how do these interactions affect the experience?
18. Explain the significance of storytelling in role-playing games and how it enhances player engagement.
19. Explain the different kind of contexts in games.
20. How does multiplayer gaming build global online communities?
21. What are game mechanics, and how do they affect players?
22. Why is Pareto efficiency important?
23. Describe the rendering process and its importance in creating visually appealing games.

SECTION C: Answer any *two* questions. Each carries *ten* marks.

24. How do video games promote inclusivity and representation?
25. Elaborate on narratology.
26. Examine the relationship between game objectives and player satisfaction.
27. Discuss the process of idea generation in game design and its impact on the final product.

(2 x 10 = 20 Marks)