

SIXTH SEMESTER BA DEGREE EXAMINATION, APRIL 2026
(Regular/Improvement/Supplementary)
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. What makes casino games a popular form of entertainment?
2. What is user experience (UX) design in gaming?
3. Explain the concept of a zero-sum game.
4. What is meant by a 'payoff' in game theory?
5. What role does narrative play in video games?
6. Comment on ludology.
7. Define a role-playing game and give an example.
8. Describe the concept of 'meaning' in games.
9. What is social context in games?
10. List two sources for generating ideas in game design.
11. Describe the purpose of sound design in games.
12. Name three ancient games and their countries of origin.
13. What is the role of dice in dice-based games?
14. What are the common objectives of players in a game?
15. Why is rendering necessary in game development process?

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

16. Why are ancient games like Chess and Go culturally significant?
17. Differentiate between game world development and story development.
18. How does storytelling (narratology) improve the experience of playing video games?
19. Elaborate on battle of the sexes.
20. Why is character development important in games?
21. Analyze the impact of game mechanics on player decision-making.
22. How do the Mechanics of a game shape how players behave and play?
23. Analyze the role of chance versus strategy in dice games. Provide examples to support your answer.

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

24. What are the pros and cons of using gaming in education?
25. Discuss the fundamental principles of game theory and its application in real-world scenarios.
26. Explain about the roles and objectives of gaming.
27. Elaborate on Game world development.

(2 x 10 = 20 Marks)