


Name:	 UPES UNIVERSITY WITH A PURPOSE
Enrolment No:	
UNIVERSITY OF PETROLEUM AND ENERGY STUDIES End Semester Examination, May 2019	
Course: Gaming and Simulation	Semester: VIII
Program: BTech – CSE (GG)	Time 03 hrs.
Course Code: CSEG473	Max. Marks: 100

Instructions:

- 1) All questions are compulsory
- 2) There are two sections in the question paper
- 3) Section A consists of 30 MCQ questions of 2 marks each and Section B consists of 4 descriptive questions of 10 marks each

Section A

Q1: Tonks (2005) survey suggest that simulations in marketing education is in ____ phase

- i) early
- ii) medium
- iii) mature
- iv) moderate

Q2: The basic simulation process involves the decision cycle as.

- I) Make decision, simulate, analyze result, replan
- II) Design simulation, make decision, analyze result, replan
- III) Design simulation, develop decision, implement, analyze, reiterate
- IV) None

Q3: which one is not the correct type of simulation?

- i) Cognitive
- ii) Functional
- iii) Concept
- iv) planning

Q4: Which one is not the element of total enterprise simulation?

- i) Marketplace

- ii) operations
- iii) R&D
- iv) HR

Q5: The correct definition of Tactical simulations

- i) The simulation models are generally of intermediate complexity and typically the simulation lasts a day
- ii) The simulation model tends to be reasonably complex and consequently the simulation needs to last one or more days.
- iii) The simulation model is usually complex, especially concerning factory and financial measures of the efficient operation of the business.
- iv) They emphasize that the use of a quantitative technique or analysis method is only part of the task

Q6: The correct definition of process simulations

- i) The simulation models are generally of intermediate complexity and typically the simulation lasts a day
- ii) The simulation model tends to be reasonably complex and consequently the simulation needs to last one or more days.
- iii) The simulation model is usually complex, especially concerning factory and financial measures of the efficient operation of the business.
- iv) They emphasize that the use of a quantitative technique or analysis method is only part of the task

Q7: The correct definition of appreciation/acumen simulations

- i) The simulation models are generally of intermediate complexity and typically the simulation lasts a day
- ii) The simulation model tends to be reasonably complex and consequently the simulation needs to last one or more days.
- iii) The simulation model is usually complex, especially concerning factory and financial measures of the efficient operation of the business.
- iv) They emphasize that the use of a quantitative technique or analysis method is only part of the task

Q8: The correct definition of direct use simulations

- i) With these simulations the teams enter their decision directly into the computer
- ii) They are not interactive
- iii) Both A and B
- iv) Only A

Q9: These simulations combine features of both Tutor Mediated and Direct Use simulations with both the teams and the trainer using computers.

- i) Decision support simulations
- ii) appreciation/acumen simulations
- iii) process simulations
- iv) Both A and B

Q10: Examples of business simulation case studies

- a) DISTRAIN
- b) SOURCE
- c) STRUTS
- d) Both A and C

Q11: Select the correct option

- i) The application of simulation in education and training owes much to infrastructure training
- ii) The application of simulation in education and training owes much to aviation training
- iii) The application of simulation in education and training owes much to banking training
- iv) The application of simulation in education and training owes much to transportation training

Q12: Select the correct option

- i) The medical field is witnessing the stagnant growth in modeling and simulation
- ii) The medical field is witnessing the no growing areas in modeling and simulation
- iii) The medical field is witnessing the slowest growing areas in modeling and simulation
- iv) The medical field is one of the fastest growing areas in modeling and simulation

Q13: The popular flight simulator game, MSFS, is developed by

- i) Microsoft
- ii) Google
- iii) Arizona
- iv) Duel Pvt. Lmt.

Q14: Select the correct option

- i) Many simulations systems have the ability to mimic detailed terrain
- ii) Many simulation systems can mimic limited terrain
- iii) Many simulation systems can mimic only low level terrain
- iv) None of these

Q15: The argument usually not in favor of game based learning

- i) Motivation
- ii) Player Engagement
- iii) Graceful failure
- iv) Commanding ability

Q16: Select the correct option Game layer

- i) Traditionally game playing has been an area of research in Artificial Intelligence
- ii) Recently game playing has emerged as an area of research in Artificial Intelligence
- iii) Traditionally game playing has never been an area of research in Artificial Intelligence
- iv) Traditionally game playing has been a part of research in Artificial Intelligence

Q17: Select the correct option Game layer

- i) The major advantage of video games is that learning is passive
- ii) The major advantage of video games is that learning is not addictive to video games
- iii) The major advantage of video games is that learning is advance level

- iv) The major advantage of video games is that learning is active

Q18: Which one is not positive effects of video games?

- i) They have proven effective curing children with asthma
- ii) They are used effectively to teach a variety of school subjects
- iii) They have proven effective in helping children with asthma
- iv) Many business use them to teach their employee job skills

Q19: which one is not the outcome of formative assessment/feedback?

- i) Discourages the students to approach the problem thoughtfully
- ii) Evidence on student learnings
- iii) Guide Student towards their goal
- iv) Gives insight to students for improvement

Q20: Peer, self, group assessment in computer-aided assessment are observations by

- i) Charman
- ii) Jenkins
- iii) Wang
- iv) Bernholt et al.

Q21: Single system multi player

- i) These games are limited in that both players have to be constrained to relatively the same portion of the game world
- ii) Is based on identifying cognition learning motor function of the brain
- iii) Both of these
- iv) None of these

Q22: First person shooters such as Unreal, Quake, Counter-strike are examples of

- i) Online Multi-player
- ii) Single system multi player
- iii) Both of these
- iv) None of these

Q23: MMOG stands for.

- i) Mass multiplayer online games
- ii) Massive multiplayer online games
- iii) Massively multipurpose online games
- iv) Mass multipurpose online games

Q24: Learners should be constantly rewarded at each level of game play and skill mastery is _____ principle to be considered when creating MMOGs?

- i) Identity principle
- ii) Distributed principle
- iii) Practice principle
- iv) Achievement principle

Q25: In which teaching method the student is asked to compare his results with that of the expert or other students?

- i) Reflection
- ii) Articulation
- iii) Exploration
- iv) Coaching

Q26: In sequencing activities for students, it is of last priority to give students tasks that structure their learning but that preserve the meaningfulness of what they are doing.

- i) It is an instructional design model
- ii) Students and the instructor sit in a physical classroom
- iii) Its main objective is to address the problem of passive knowledge
- iv) The term was first created by Collins, Brown and Newman in 1989

Q27: Commercial games are ____

- i) Built to answer a series of question
- ii) Built up from identified gaps in performance
- iii) Built from a single core idea
- iv) All of these

Q28: Select the correct option. Which one is not one of the developmental effects when games are introduced in education

- i) Foundation skills
- ii) Emotional development
- iii) Physical development
- iv) None of these

Q29: Which one is the benefit of games in education

- i) Collaborative problem solving
- ii) Easy peer learning
- iii) Creative ice breakers
- iv) All of these

Q30 The top level in the bloom's taxonomy

- a. Create
- b. Analyze
- c. Apply
- d. Evaluate

Section B

Q1: Describe the well-structured problems as per the Jonassen's typology of problem solving?

Q2: Describe the socio-cultural theory of learning for cognitive apprenticeship?

Q3: Explain the interactive game based learning?

Q4: Describe the ten principles to be considered when creating MMOGs?