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 Q1or 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 understood 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]**

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