

Total No. of Questions : 8]

SEAT No. :

P3558

[Total No. of Pages : 2

[4959] - 1158

**B.E. (Computer)**

**A : Problem Solving With Gamification  
(2012 Pattern) (Elective - II)**

*Time : 2 1/2 Hours]*

*[Max. Marks : 70*

*Instructions to the candidates:*

- 1) *Q.1, Q.2, Q.3 & Q.4 are compulsory.*
- 2) *Solve Q.5 or Q.6, Q.7 or Q.8.*
- 3) *Assume suitable data if required.*

**Q1) a)** Explain gaming foundations. **[5]**

b) Write any four advantages of Gamification. **[5]**

**Q2) a)** Explain motivation with its types. **[5]**

b) Explain gamification metrics. **[5]**

**Q3) a)** Mention and explain different gamed Agencies of Gamification. **[8]**

b) What is Game dynamics? What are building blocks of Gamification. **[8]**

**Q4) a)** Explain the concept of Gamification.

b) Explain examples of Gamification in Education.

**[10]**

*P.T.O.*

- Q5)** a) Explain social Gamification examples. [6]  
b) List Gamification companies and their role. [8]

OR

- Q6)** a) List and explain the installation and use of Gamification tools. [8]  
b) Explain effective gamification strategies for corporate gaming. [6]

- Q7)** Explain concept of coding basic game mechanics. [10]

OR

- Q8)** Explain 8 Queen problems in Gamification. [10]

