

Total No. of Questions : 10]

SEAT No. :

P2043

[Total No. of Pages : 2

[5059]-648

B.E. (Computer Engineering)

PROBLEM SOLVING WITH GAMIFICATION

(2012 Pattern) (Elective - II)

Time : 2½ Hours]

[Max. Marks : 70

Instructions to the candidates:

- 1) Attempt questions Q1 or Q2, Q3 or Q4, Q5 or Q6, Q7 or Q8 and Q9 or Q10.
- 2) Assume suitable data, if necessary.

- Q1)** a) Explain the significance of the phrase “House always wins” in the context of Gamification. [5]
- b) How Gamification could be employed to improve the efficiency of an individual? [5]

OR

- Q2)** a) Can brand awareness be generated using Gamification? Justify with an example. [5]
- b) Why the Gamification design has to be agile? [5]

- Q3)** a) Why people play games? [2]
- b) What are the different types of Players? [8]

OR

- Q4)** a) What is motivation? Why is it required? [2]
- b) Explain Intrinsic and Extrinsic motivation in detail. [8]

- Q5)** a) How the engagement or participation of user can be increased in social networking? [10]
- b) How would you use gamification to track the progress of any activity you are performing? [5]
- c) What do you mean by game dynamics? [3]

OR

P.T.O.

- Q6)** a) Which game mechanics would you suggest in any activity for the prosperity of the nation? [10]
b) How feedback mechanism is helpful? Justify with an example. [5]
c) Explain any three game mechanics of your choice. [3]

- Q7)** a) How computer technology can be used in employing gamification in the field of education. [10]
b) How would you realize the game mechanics to develop gamification based system for encouraging aspirants for innovations. [6]

OR

- Q8)** a) Explain the available guidelines for coding game mechanics. [10]
b) Explain the scope of gamification in the improvement of any day to day activity. [6]

- Q9)** a) What are the facilities available on mambo platform to improve e-learning and training activity? [8]
b) List and explain required features of any gamification tool for discussion forum. [8]

OR

- Q10)** a) How the customers' loyalty can be increased using the features provided by Bigdoor? [8]
b) List the advantages of any Gamification tool. [8]

