

B.Sc. A & G. 2015 Sem. III.

31368

VYAGRAGAD – III (CBCS – 2015 COURSE) : WINTER – 2016
SUBJECT : INDUSTRY OF GAMING

Day : Saturday
Date : 10-12-2016

Time : 10:00 AM TO 1:00 PM.
Max. Marks : 60

N.B.

- 1) Attempt any **SIX** out of **EIGHT** questions.
- 2) Figures to the right indicate **FULL** marks.

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- Q.1 Explain the typical organization structure of a gaming studio, in detail. (10)
- Q.2 List out top 10 console games along with their genre, studio name, game play and reasons for success. (10)
- Q.3 List out the top 10 game development studios in America along with their popular title releases, their game features, history and evolution of studio. (10)
- Q.4 Explain the process of mobile game development in detail, along with tools technologies, languages. Elaborate using an example. (10)
- Q.5 Explain game development lifecycle, in detail with diagram. (10)
- Q.6 Write Short Notes on:
a) CUDA cores (05)
b) Microsoft DirectX (05)
- Q.7 Write Short Notes on:
a) PS3, Xbox, Wii hardware configurations. (05)
b) Top 3 PC gaming hardware manufacturers and vendors (globally) (05)
- Q.8 Write Short Notes on:
a) Geographical popularity of gaming. (05)
b) Popular PC gaming genre (05)

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31369

VYAGRAGAD-III (CBCS- 2015 COURSE): WINTER-2016
SUBJECT: MOBILE PLATFORMS AND TECHNOLOGIES

Day: Wednesday
Date: 14-12-2016

Time: 10:00 AM TO 1:00 P.M.
Max. Marks: 60

N.B:

- 1) Answer ANY SIX full questions.
- 2) Figures to the RIGHT indicate full marks.
- 3) Draw diagrams WHEREVER necessary.

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- Q.1 Describe the evolution of mobile phone technologies over the last two decades. (10)
- Q.2 With the help of neat, labelled diagram, describe the mobile device hardware configuration in detail. (10)
- Q.3 Describe the architecture of a typical smartphone operating system? Also explain the functions of various components of smartphone OS. (10)
- Q.4 Explain the following terms for Java ME platform: (10)
i) MIDP ii) CLDC iii) KVM
iv) SVG v) M3G
- Q.5 Describe the various high-level and low-level GUI elements in Java ME MIDP Application. (10)
- Q.6 Describe the architecture and components of iOS platform, in detail. (10)
- Q.7 Compare Any Five features of Java ME and Android platforms. (10)
- Q.8 Write Short Notes on: (10)
a) AR in mobile devices
b) 3D graphic libraries in mobile devices

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VYAGRAGAD-III (CBCS- 2015 COURSE): WINTER-2016
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