

**B.Sc. (A & G) Sem. – III (Animation & Gaming) (CBCS - 2015  
COURSE) : SUMMER - 2019  
SUBJECT: INDUSTRY OF GAMING**

Day: Tuesday  
Date: 14/05/2019

S-2019-1323

Time: 02.30 pm to 05.30 pm  
Max. Marks: 60

**N.B.:**

- 1) Attempt **ANY SIX** Questions out of **EIGHT**.
- 2) Figures to the right, indicate **FULL** marks.
- 3) Draw neat, labeled diagrams, **WHEREVER** necessary.

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- Q.1** Explain the Game Development Life-cycle, with diagram. Explain each phase, (10)  
in detail.
- Q.2** What is meant by Game Genre? List and explain ANY FIVE Game Genres (10)  
along with their unique features and atleast one game example for each.
- Q.3** Explain the organization structure for a Game development company, with (10)  
diagram. Elaborate the hierarchy and key designations along with their  
primary roles and responsibilities.
- Q.4** Describe the evolution of mobile games over the last two decades. Also list (10)  
out the current Top 10 mobile games (as per popularity), along with  
description of their genre and development company name.
- Q.5** List out the current Top 10 game development companies worldwide (as per (10)  
revenue/earnings) with their HQ location, founding members, approx.  
company employee count and most popular game titles.
- Q.6** Describe the typical hardware and software configuration for PC-based game (10)  
development, for a 3D arcade racing game. Elaborate each hardware and  
software component specification and features.
- Q.7** List out and explain the evolution of various portable and connected gaming (10)  
consoles, along with device names, their features, manufacturer and popular  
game titles supported. Also explain the pros and cons of console-based gaming  
versus PC-based gaming.
- Q.8** Write Short Notes on: (10)  
a) Recent trends in smartphone gaming  
b) Geographical popularity of gaming

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