

**B.SC. (A & G) SEM. – VI (OLD COURSE) (ANIMATION &  
GAMING) : SUMMER - 2018**

**SUBJECT: PROJECT MANAGEMENT**

Day: **Thursday**  
Date: **24/05/2018**

**S-2018-1023**

Time: **10.00 am to 01.00 pm**  
Max Marks: **80**

---

**N.B:**

- 1) Q.No.1 is **COMPULSORY**.
  - 2) Answer any **FOUR from** the remainder **SIX** questions.
- 

- Q.1** Write short notes on any **TWO** of the following: **(20)**
- a) Bottom and Top down Estimation
  - b) PERT
  - c) Sunk Cost
  - d) Milestone
- Q.2** Define project quality. Differentiate between Quality Assurance and Quality Control. **(15)**
- Q.3** You have been appointed as a PM for a gaming project. You have a team of designers and developers. How will you develop your team to be able to deliver the project within budget and schedule? **(15)**
- Q.4** Risk Management is crucial to Project management. Discuss Positive and Negative Risks, and how will you manage them. **(15)**
- Q.5** What is project Scope management? How will you capture the scope of a project? What tools and techniques will you use? **(15)**
- Q.6** What benefits do project managers derive from using Earned Value Management? Discuss the terms and usage of “EV”, “PV”, “AC”, “SPI” and “CPI”. Use suitable examples. **(15)**
- Q.7** Discuss cost benefit analysis in detail. What is the purpose behind this? Explain the following terms (a) Return on Investment (b) Payback period. **(15)**

\* \* \*

---