

**B.Sc. (A & G) Sem. – III (Animation & Gaming) (CBCS - 2015
COURSE) : WINTER - 2018
SUBJECT : INDUSTRY OF GAMING**

Day : Monday
Date : 19/11/2018

W-2018-1121

Time : 10.00 am to 01.00 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 various designations and roles of various team members in a game development team, in detail. **(10)**
- Q.2** List out top 10 PC 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 Europe along with their popular title releases, their game features, history and evolution of studio. **(10)**
- Q.4** Explain the process of web game development in detail along with tools technologies, languages. Elaborate using an example. **(10)**
- Q.5** Describe the key hardware specification requirement for game development and execution on mobile platforms. Explain with any two examples. **(10)**
- Q.6** Write Short Notes on:
a) Microsoft XNA **(05)**
b) OpenGL ES **(05)**
- Q.7** Write Short Notes on:
a) Graphic cards for latest PC games (3D) **(05)**
b) VR and AR in gaming **(05)**
- Q.8** Write Short Notes on:
a) Recent trends in game development **(05)**
b) Popular mobile gaming genre **(05)**

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