

B.SC. (A & G) SEM. – VI (ANIMATION & GAMING) :
WINTER - 2017

SUBJECT: PROJECT MANAGEMENT

Day: **Friday**

Time: **02.30 PM TO 05.30 PM**

Date: **22/12/2017**

W-2017-0912

Max Marks: 80

N.B:

- 1) Q.No.1 is **COMPULSORY**.
 - 2) Answer any **FOUR from** the remainder **SIX** questions.
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- Q.1** Write short notes on any **TWO** of the following: **(20)**
- a) WBS
 - b) Forward and Backward Pass
 - c) Verification and Validation
 - d) Tangible Costs
- Q.2** How will you define project Quality? What tools and techniques will you use **(15)**
to ensure Quality in your project?
- Q.3** What are the different categories of Risk? Explain with examples how you will **(15)**
manage each category.
- Q.4** You have taken over as project Manager for a gaming project. When you join **(15)**
the project you find the project is behind schedule and has cost overruns. How
will you motivate your team to get the project back on track?
- Q.5** What is Scope management? How will you control the project scope and **(15)**
minimize “Scope Creep”.
- Q.6** What is “Earned Value Management”? How will you monitor a project using **(15)**
“EV”, “PV”, “AC”, “SPI” and “CPI”? Give suitable examples.
- Q.7** Why is change management crucial to Project management? What are the **(15)**
consequences of poor change management.

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