

Reg. No.:



Name:

University of Kerala

W7153

Third Semester FYUGP Degree Examination, November 2025

Discipline Specific Elective

ENGLISH

UK3DSEENG205 - Introducing Game Studies

Academic Level: 200-299

2024 Admission

Time: 1 Hour 30 Minutes(90 Mins.)

Max. Marks: 42

**Part A. 6 Marks.Time:6 Minutes.(Cognitive Level:Remember(RE)/Understand(UN)) Objective Type. 1 Mark
Each.Answer all questions**

Qn No.	Question	CL	CO
1	Identify the author who first analysed play as a fundamental aspect of human culture in <i>Homo Ludens</i> .	RE	1
2	Name any one example of gender bias in gaming	RE	1
3	Define "Ludology" in a sentence.	UN	2
4	What are 'Serious Games'?	UN	2
5	Name two video games that have been adapted into films.	UN	2
6	Describe the benefits of gaming communities.	UN	3

Part B.8 Marks.Time:24 Minutes.(Cognitive Level:Understand(UN)/Apply(AP))Short Answer. 2 marks each.Answer all questions

Qn No.	Question	CL	CO
7	Explain the distinction between a Linear and a Sandbox Game World in terms of player freedom.	UN	2
8	How do 'Serious Games' differ from games designed purely for entertainment?	UN	4
9	How do online gaming communities influence identity and social interaction?	AP	5
10	How does sound design contribute to player immersion in games?	AP	2

Part C. 28 Marks.Time:60 Minutes (Cognitive Level:Apply(AP)/Analyse(AN)/Evaluate(EV)/Create(CR)) Long Answer.7 marks each.Answer all 4 Questions choosing among options * within each question

Qn No.	Question	CL	CO
11	A)	AP	3, 3

Qn No.	Question	CL	CO
	Apply a purely ludological framework to discuss the mechanics, rules, and player experience in a competitive multiplayer game. OR B) In what ways can games reflect or challenge traditional notions of masculinity and femininity through their character designs and gameplay mechanics?		
12	A) Analyse <i>Death Stranding</i> as a metamodern narrative. OR B) Analyse the ethical implications of Micro transactions in popular video games.	AN	3, 4
13	A) Evaluate the extent to which the movie adaptation of the video game <i>Assassin's Creed</i> is faithful to the game narrative. OR B) Evaluate the future of Interactivity across emerging Platforms (Augmented, Mixed, Cloud, VR). Justify which new technology offers the greatest potential for revolutionary Game Design.	EV	5, 4
14	A) Propose a narrative design for a game based on the storytelling techniques of <i>Assassin's Creed</i>, explaining how missions, environment, and player choices can be used to engage players and convey historical narratives. OR B) Design a video game that could be used for educational purposes in classrooms.	CR	4, 4