

Total No. of Questions : 6]

SEAT No. :

P169

[Total No. of Pages : 2

OCT/BE/Insem.-98

B.E. (Computer Engineering)

PROBLEM SOLVING WITH GAMIFICATION

(2012 Pattern) (Elective - II) (Semester - I)

Time : 1 Hour]

[Max. Marks : 30

Instructions to the candidates :

- 1) Attempt questions Q1 or Q2, Q3 or Q4, and Q5 or Q6.
- 2) Assume suitable data, if necessary. Neat Diagrams must be drawn whenever necessary.

Q1) a) How Gamification helps to align interest and motivations in order to solve business problems? [5]

b) Casino club make use of various tactics to justify concept of “House always wins”. Comment on the same. [5]

OR

Q2) a) How engagement motivate to develop game like thinking? [5]

b) Elaborate limitations of Gamification? [5]

Q3) a) What are different powerful motivators? Justify with suitable examples. [5]

b) Justify different moves of “Tower of Hanoi” with respect to three disk. [5]

OR

Q4) a) What are different social problems that can be solved using Gamification? Justify your views with suitable examples. [5]

b) What is significance of Competition with respect to Gamification? [5]

P.T.O.

Q5) a) Describe Game mechanics of game design. **[6]**

b) With the help of suitable cases, describe how Gamification can be incorporated in Services sector / Services Industry. **[4]**

OR

Q6) a) Write a note on counter Gamification. **[5]**

b) How Maze problem can be solved using Gamification tactics? **[5]**

