

Total No. of Questions : 6]

SEAT No. :

P169

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**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]**

