

Reg. No.:



W7156

Name:

University of Kerala

Third Semester FYUGP Degree Examination, November 2025

Discipline Specific Elective

COMMUNICATIVE ENGLISH

UK3DSEECE202 - 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	What is meant by the term "cosplay culture" in relation to the gaming community?	RE	1
2	What is a "AAA game" in the context of the video game industry?	RE	1
3	Differentiate between serious games and entertainment games.	UN	2
4	How does the transition from 2D to 3D graphics enhanced player immersion in video games?	UN	2
5	Define environmental story telling.	UN	1
6	What is meant by "diversity in gaming"?	UN	1

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	Summarize the major concerns of <i>discourse analysis</i> in studying games	UN	4
8	In what ways does the interactive and participatory nature of video games set them apart from traditional narrative forms like novels?	UN	3
9	Prepare a brief note on the importance of cut scenes in game studies?	AP	2
10	How can ideas from feminist game studies be used to promote inclusivity and diversity in game design?	AP	5

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) Discuss how interactivity defines the relationship between player and narrative in digital games. OR B) Select an early video game (such as Pong, Space Invaders, or Pac-Man) and explain how studying this game can help understand the cultural and technological context of the period in which it was created.	AP	4, 1
12	A) Examine the impact of cloud gaming platforms on the accessibility and economics of gaming industry. OR B) Discuss how censorship and content rating systems influence both game design and audience reception.	AN	4, 2
13	A) Assess the advantages and limitations of augmented mixed and virtual reality technologies in enhancing gameplay immersion? OR B) Games create symbolic worlds through which players negotiate meaning, identity, and power. Justify	EV	3, 3
14	A) Propose a conceptual framework for analysing film-to-game and game-to-film adaptations using Assassin's Creed (2007 game, 2016 film) as a case study. OR B) Imagine you are part of a game development team. Develop a storyline that challenges stereotypes and offers diverse character perspectives.	CR	3, 5