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T.Y. B.Sc. (Animation) (III Semester) EXAMINATION, 2017

AN-3103 : GAMING TECHNOLOGY

(2012 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) All questions are compulsory.

(ii) Figures to the right indicate full marks.

(iii) Neat diagrams must be drawn wherever necessary.

(iv) Assume suitable data, if necessary.

1. Attempt each of the following : [10×1=10]

(a) Where was the first electronic game played ?

(b) Who launched SEGA ?

(c) Which was Atari's first successful video game ?

(d) Which company introduced "The Donkey King" ?

(e) Which company merged with SEGA in 1964 ?

(f) Write *four* game production phases.

(g) Why C++ is a language which rewards greater than other programming languages in video game ?

(h) Unreal engine only accepts information written in

(i) and testing period comes after production in game production cycle.

(j) was the first third party game publisher.

P.T.O.

2. Attempt any *two* of the following : [2×5=10]
- (a) What is the importance of coding in game ?
 - (b) Why C++ language is best for game ?
 - (c) Describe important thing in Game Development.
 - (d) Explain CD Rom based revolution after 1991 in game industry.
3. Attempt any *two* of the following : [2×5=10]
- (a) Explain the importance of “Anthropology” in game design.
 - (b) Define *five* kinds of listening in game development.
 - (c) Describe “Game Boy” which was Game Era in gaming.
 - (d) Explain SEGA’s S.M.S.
4. Attempt any *two* of the following : [2×5=10]
- (a) Describe “big three” in console war.
 - (b) Define 3DO and the Bit War in 1992.
 - (c) Define Atari’s “Wild Ride”.
 - (d) Describe five skill does a game designer need.