

**THE UNIVERSITY OF WESTERN ONTARIO
LONDON CANADA**

**COMPUTER SCIENCE 437b/641b
MIDTERM EXAMINATION
FEBRUARY 11, 2006
2 HOURS**

NAME: _____

STUDENT NUMBER: _____

Question

1-25. _____

26. _____

27. _____

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30. _____

31. _____

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33. _____

TOTAL _____

(Out of 140 marks)

There are no cheat sheets, books, or other reference materials allowed for this exam. No calculators or other electronic devices are permitted either.

Part I -- Multiple Choice, True/False -- Choose the best answer from the choices given. Circle your answer on the paper, and fill in the answer on the Scantron form. [50 marks total, 2 marks each]

1. Which of the following is not a fundamental characteristic of any game:
 - a. Representation.
 - b. Interaction.
 - c. Conflict.
 - d. Safety.
 - e. All of the above are, in fact, fundamental characteristics.

2. A game should strive to represent what portion of reality:
 - a. All of reality.
 - b. A subset of reality.
 - c. None of reality—it should be pure fantasy.
 - d. Any of the above can make a successful game.

3. Despite popular belief, video games can be a form of exercise.
 - a. True.
 - b. False.

4. Which of the following is not a factor considered to be part of psychographics:
 - a. A person's way of thinking.
 - b. A person's attitudes.
 - c. A person's perceptions.
 - d. A person's country of origin.
 - e. All of the above are, in fact, part of psychographics.

5. The XEODesign report "Why We Play Games" detailed a study identifying four pathways or keys to more emotion in games without story, as discussed in class. Which of the following was not one of the keys?
 - a. Hard fun.
 - b. Easy fun.
 - c. The people factor.
 - d. Physical seclusion.
 - e. All of the above were, in fact, keys discussed in that study.

6. How many Myers-Briggs personality types are there according to the Myers-Briggs Type Indicator (MBTI) discussed in class?
 - a. 4.
 - b. 8.
 - c. 16.
 - d. 32.
 - e. None of the above.

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7. All games with action elements are less cerebral than adventure games.
 - a. True.
 - b. False.

 8. The end result of concept development in the game development process is:
 - a. A game idea.
 - b. A game proposal.
 - c. A game design document.
 - d. A game prototype.
 - e. None of the above.

 9. Good gameplay is independent of time or budget availability.
 - a. True.
 - b. False.

 10. As development costs rise, more and more games are being developed as cross-platform projects.
 - a. True.
 - b. False.

 11. Which of the following is not an application area for serious games:
 - a. Medical applications.
 - b. Educational applications.
 - c. Social and public policy applications.
 - d. Military applications.
 - e. All of the above are, in fact, application areas for serious games.

 12. All the best games are:
 - a. Easy to learn and easy to master.
 - b. Easy to learn and difficult to master.
 - c. Difficult to learn and easy to master.
 - d. Difficult to learn and difficult to master.
 - e. None of the above.

 13. At any point in time, to keep the player grounded, the player should have:
 - a. An immediate goal.
 - b. A medium-range goal.
 - c. A long-term goal.
 - d. All of the above.
 - e. None of the above.

 14. Writing is important to every game, since every game uses words somewhere.
 - a. True.
 - b. False.

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15. Frustrating the player should always be avoided in all forms.
 - a. True.
 - b. False.

 16. Even though impediments to play tend to show up only during implementation, proper design can help eliminate them or reduce their effects.
 - a. True.
 - b. False.

 17. While bugs enter code during the implementation phase, proper game design can help reduce or eliminate bugs before they occur.
 - a. True.
 - b. False.

 18. Which of the following is more important to game interface design:
 - a. Elegance and look of the game interface.
 - b. Ease of use of the game interface.
 - c. Increased functionality in the game.
 - d. All of the above are equally important.
 - e. None of the above are important.

 19. When a tutorial or practice mode is made available within a game, it is usually safe to assume that the player has made use of it.
 - a. True.
 - b. False.

 20. In theory, a player should be able to successfully complete a game on the first attempt, without dying.
 - a. True.
 - b. False.

 21. Which of the following is a potential sign of imbalance in a strategy game:
 - a. A player always chooses the same team to play.
 - b. A player always adopts the same strategy in the game.
 - c. A player always uses a select set of units in playing the game.
 - d. All players ignore a particular unit in the game.
 - e. All of the above.

 22. Which game genre does this design principle apply most to: “You must design a compelling activity that is fun for the player, without forcing a lot of direction on them, if any at all”?
 - a. Adventure games.
 - b. Role playing games.
 - c. Educational games.
 - d. Sports games.
 - e. Serious games.

23. In which game genre is the player interface not an important issue:
- Educational games.
 - Casual games.
 - Simulations.
 - Adventure games.
 - None of the above.
24. Which of the following is an assumption to avoid when designing a serious game:
- The latest and greatest hardware is available to all players.
 - Players have prior gameplay experience.
 - The bigger the game, the better.
 - Short-cuts should be provided to access fun easily.
 - All of the above are assumptions to avoid for serious games.
25. Issues of network latency and lag are more important to:
- Turn-based games.
 - Real-time games.
 - These issues are equally important to both types of games.
 - These issues are not important at all to either type of game.

27. In class, we discussed fifteen factors used for classifying players as hard-core or casual and measuring their “gamer dedication” in the most recent work of Barry Ip and Ernest Adams. Identify four of these factors and explain why they are relevant to making such an assessment. [8 marks]

28. In class, we have discussed Csikszentmihalyi’s concept of a “flow channel” on many occasions. What must be balanced properly in a game in order for a player to reach the flow channel to obtain an optimal experience in the game? Discuss two reasons why achieving this balance within a game can be difficult. [8 marks]

29. The following question parts deal with terms from game design. [12 marks total]

a. What is meant by the term “player empathy”? How is this player empathy important to game designers? [4 marks]

b. What is meant by the term “immersion” with respect to video games? Why is immersion important to a game? [4 marks]

c. When a game provides information to its players in a “just in time” fashion, what do we mean? Why is providing information in this kind of “just in time” fashion important? [4 marks]

33. The following questions deal with background research in game design. [12 marks].
- a. Why do simulation games require a considerable amount of background research before development? [4 marks]

- b. Why do educational games require a considerable amount of background research before development? [4 marks]

- c. Why do serious games require a considerable amount of background research before development? [4 marks]