# B.Sc. As G. 2015 Sem. III.

### 31368

VYAGRAGAD – III (CBCS – 2015 COURSE) : WINTER – 2016 SUBJECT : INDUSTRY OF GAMING

Time: 10:00 AM-TO 1:00 PM. : Saturday 10-12-2016 Max. Marks: 60 N.B. Attempt any SIX out of EIGHT questions. 1) Figures to the right indicate FULL marks. Explain the typical organization structure of a gaming studio, in detail. (10)Q.1 List out top 10 console games along with their genre, studio name, game play (10)Q.2 and reasons for success. List out the top 10 game development studios in America along with their Q.3 popular title releases, their game features, history and evolution of studio. Explain the process of mobile game development in detail, along with tools (10)Q.4 technologies, languages. Elaborate using an example. Explain game development lifecycle, in detail with diagram. (10)Q.5 Write Short Notes on: Q.6 (05)a) CUDA cores. (05)b) Microsoft DirectX  $\mathbb{Q}.7$ Write Short Notes on: a) PS3, Xbox, Wii hardware configurations. (05)b) Top 3 PC gaming hardware manufacturers and vendors (globally) (05)Write Short Notes on: Q.8 a) Geographical popularity of gaming. (05)(05)b) Popular PC gaming genre

### 31368

#### VYAGRAGAD – III (CBCS – 2015 COURSE) : WINTER – 2016 SUBJECT : INDUSTRY OF GAMING

Time : 10:00 AM-TO 1:00 RM. Saturday 10-12-2016 Max. Marks: 60 N.B. Attempt any SIX out of EIGHT questions. 1) Figures to the right indicate FULL marks. 2) Explain the typical organization structure of a gaming studio, in detail. (10)Q.1 List out top 10 console games along with their genre, studio name, game play (10)Q.2 and reasons for success. List out the top 10 game development studios in America along with their (10)Q.3 popular title releases, their game features, history and evolution of studio. Explain the process of mobile game development in detail, along with tools (10)Q.4 technologies, languages. Elaborate using an example. Explain game development lifecycle, in detail with diagram. (10)Q.5 Write Short Notes on: Q.6 (05)a) CUDA cores (05)b) Microsoft DirectX Write Short Notes on: Q.7 (05)a) PS3, Xbox, Wii hardware configurations. b) Top 3 PC gaming hardware manufacturers and vendors (globally) (05)Write Short Notes on: Q.8 Geographical popularity of gaming. (05)(05)Popular PC gaming genre

## 31369

### VYAGRAGAD-III (CBCS- 2015 COURSE): WINTER-2016 SUBJECT: MOBILE PLATFORMS AND TECHNOLOGIES

Day: Date:	1 1	le 4	ednesday Time: 10:00 Max. Marks:	AM-TO 1:00	P.M.
N.B:	1) 2, 3	)	Answer ANY SIX full questions. Figures to the RIGHT indicate full marks. Draw diagrams WHEREVER necessary.	Complement when 1935	eo a e
Q.1			Describe the evolution of mobile phone technologies over the decades.	last two (10)	
Q.2	2		With the help of neat, labelled diagram, describe the mobile device configuration in detail.	hardware (10)	
Q.	3		Describe the architecture of a typical smartphone operating systematic explain the functions of various components of smartphone OS.	em? Also (10)	
Q.	4	ж 9	Explain the following terms for Java ME platform:  i) MIDP ii) CLDC iii) KVM  iv) SVG v) M3G	(10)	and the second of
Q	.5		Describe the various high-level and low-level GUI elements in Java Application.	ME MIDP (10)	***
Q	.6		Describe the architecture and components of iOS platform, in detail	il. (10)	)
Q	.7		Compare Any Five features of Java ME and Android platforms.	(10)	)
Q	.8		Write Short Notes on:	(10)	)
		a)	AR in mobile devices		
		b)	3D graphic libraries in mobile devices		
			* * * *		

### 31369

#### VYAGRAGAD-III (CBCS- 2015 COURSE): WINTER-2016 SUBJECT: MOBILE PLATFORMS AND TECHNOLOGIES

Time: 10:00 AM TO 1:00 P.M. Day: Wednesday Max. Marks: 60 14-12-2016 Date: N.B: Answer ANY SIX full questions. 1) Figures to the RIGHT indicate full marks. 2) Draw diagrams WHEREVER necessary. 3) Describe the evolution of mobile phone technologies over the last two (10) Q.1 decades. With the help of neat, labelled diagram, describe the mobile device hardware (10) Q.2 configuration in detail. Describe the architecture of a typical smartphone operating system? Also (10) Q.3 explain the functions of various components of smartphone OS. (10)Explain the following terms for Java ME platform: Q.4 iii) **KVM** CLDC ii) MIDP i) M3G V) SVG iv) Describe the various high-level and low-level GUI elements in Java ME MIDP (10) Q.5Application. Describe the architecture and components of iOS platform, in detail. (10)Q.6 Compare Any Five features of Java ME and Android platforms. (10)Q.7 (10)Write Short Notes on: Q.8 a) AR in mobile devices 3D graphic libraries in mobile devices