



PRESIDENCY UNIVERSITY

BENGALURU

Roll No.

End - Term Examinations – MAY 2025

Date: 20-05-2025

Time: 09:30 am – 12:30 pm

School: SOIS	Program: BCV	
Course Code: CSA3013	Course Name: Video Streaming and AR Technologies	
Semester: VI	Max Marks: 100	Weightage: 50%

CO - Levels	C01	C02	C03	C04	C05
Marks	30	30	40	NA	NA

Instructions:

- (i) Read all questions carefully and answer accordingly.
- (ii) Do not write anything on the question paper other than roll number.

Part A

Answer ALL the Questions. Each question carries 2marks.

10Q x 2M=20M

1.	State what you mean by lossy compression?	2 Marks	L1	C01
2.	Explain two encryption techniques for video streams in transit.	2 Marks	L1	C01
3.	State whether you are able to retrieve a live streamed sports video from your computer? Give reason.	2 Marks	L1	C01
4.	List the full form of CDN and ABR.	2 Marks	L1	C01
5.	State two platforms which employ video streaming.	2 Marks	L1	C01
6.	Describe any software you use to create AR apps?	2 Marks	L2	C02
7.	Name two social media apps which include AR features.	2 Marks	L2	C02
8.	Describe augmented reality?	2 Marks	L2	C02
9.	Explain why Metaverse failed to become popular?	2 Marks	L2	C02
10.	Name two tracking methods used in AR.	2 Marks	L2	C02

Part B

Answer the Questions.

Total Marks 80M

11.	a.	Summarize the advantages of video compression for streaming? Give names and describe at least four compression techniques.	10 Marks	L2	C01
	b.	Discuss the impact of video streaming on culture, entertainment industry, earning potential, sports and education?	10 Marks	L2	C01
Or					
12.	a.	Describe the concept and importance of CDN with examples of commercially available CDNs.	10 Marks	L2	C01
	b.	What are the different types of CDNs available? Explain its working with a diagram.	10 Marks	L2	C01
13.	a.	Describe augmented reality (AR) and explain the different types of AR. Give at least five applications of AR in different industries.	15 Marks	L2	C02
	b.	An animation in your AR app is missing or broken. Outline the troubleshooting steps you would take to resolve the issue.	5 Marks	L2	C02
Or					
14.	a.	Summarize AR foundation. Who created AR foundation and what is its purpose? What are its key features?	15 Marks	L2	C02
	b.	Illustrate how the interactive nature of AR/VR leads to a more immersive experience with an example. How is this immersion different from the immersive experience resulting from books or movies?	5 Marks	L2	C02
15.	a.	Discuss the importance of WebRTC in the context of AR applications. Explain the need and working of WebRTC.	14 Marks	L2	C03
	b.	What do you understand by ICE, STUN and TURN?	6 Marks	L2	C03
Or					
16.	a.	Describe the most intuitive and hardware free gestures for effective interaction with AR apps. Discuss its limitations. Elaborate on futuristic trends in AR interactions such as brain computer interfaces, ultrahaptics and emotion recognition.	15 Marks	L2	C03
	b.	Discuss the benefits and limitations of voice commands and haptic feedback as tools for interacting with AR apps.	5 Marks	L2	C03
17.	a.	Elaborate the importance of feedback in AR app development. Discuss the types of feedback and their collection methods.	15 Marks	L2	C03
	b.	Prepare a test suite for testing the login module of your app.	5 Marks	L3	C03
Or					
18.	a.	Explain the Game testing life cycle in detail starting from pre-production stage to 'code freeze' and post release.	15 Marks	L2	C03
	b.	Prepare a new set of gestures for closing app, selecting and pausing the app.	5 Marks	L3	C03