PRESIDENCY UNIVERSITY
BENGALURU   **SET A**

SCHOOL OF DESIGN
END TERM EXAMINATION - JAN 2024

Semester : Semester V - 2021   **Date :** 03-JAN-2024
Course Code : DES1104   **Time :** 1:00 PM - 4:00 PM
Course Name : Game Ethics   **Max Marks :** 100
Program : Game Design   **Weightage :** 50%

Instructions:
(i) Read all questions carefully and answer accordingly.
(ii) Question paper consists of 3 parts.
(iii) Scientific and non-programmable calculator are permitted.
(iv) Do not write any information on the question paper other than Roll Number.

PART A

ANSWER ALL THE QUESTIONS   **4X5M=20M**

1. Examine one social issue related to video games and suggest a policy or intervention to address it.

    (CO1) [Knowledge]

2. Analyze the ethical implications of video game gambling and its potential impact on vulnerable populations.

    (CO1) [Knowledge]

3. Evaluate the importance of player retention in the gaming industry, discussing strategies game developers can employ to enhance player engagement.

    (CO1) [Knowledge]

4. Discuss two major ethical issues related to video games and provide examples for each.

    (CO1) [Knowledge]

PART B

ANSWER ALL THE QUESTIONS   **5X10M=50M**

5. Explore the challenges and benefits of designing video games for individuals with disabilities, emphasizing the importance of accessibility in gaming.

    (CO2) [Comprehension]

6. Discuss the ethical considerations surrounding the design and implementation of in-game purchases, focusing on the potential exploitation of players.

    (CO2) [Comprehension]

7. Discuss the ethical implications of using dark patterns in video game design, and propose guidelines for promoting transparency in game development.

(CO2) [Comprehension]

8. Evaluate the impact of awarding disengagement in video games, discussing how this practice can affect player motivation and long-term engagement.

(CO2) [Comprehension]

9. Explore the moral considerations within the gaming community, discussing how player choices in games can reflect ethical dilemmas.

(CO2) [Comprehension]

PART C

ANSWER ALL THE QUESTIONS   2X15M=30M

10. Explore the ethical considerations surrounding the portrayal of diverse cultures in video games, examining the potential impact on players and society. Propose a framework for developers to create culturally sensitive and inclusive games.

(CO2) [Application]

11. Conduct a comprehensive analysis of the impact of video game violence on society, considering psychological, social, and cultural aspects. Propose ethical guidelines for game developers to address these impacts responsibly.

(CO2) [Application]