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PRESIDENCY UNIVERSITY BENGALURU

 **SET-A**

SCHOOL OF DESIGN

**END TERM EXAMINATION – MAY/JUNE 2024**

**Semester :** Semester IV - 2022

**Course Code :** DES1104

**Course Name :** Game Ethics

**Program :** B. Design

**Date :** June 6, 2024

**Time :** 1:00 PM - 4:00 PM

**Max Marks :** 100

**Weightage :** 50%

**Instructions:**

1. *Read all questions carefully and answer accordingly.*
2. *Question paper consists of 3 parts.*
3. *Scientific and non-programmable calculator are permitted.*
4. *Do not write any information on the question paper other than Roll Number.*

**PART A**

**ANSWER ANY 10 QUESTIONS 10QX3M=30M**

* 1. Discuss the impact of loot boxes on player spending behavior.

(CO1) [Knowledge]

* 1. What ethical considerations should developers take into account when designing for disability?

(CO2) [Knowledge]

* 1. Discuss the impact of social media on gaming addiction.
	2. How can game developers promote ethical behavior among players?
	3. Discuss the ethical challenges of using virtual reality in gaming.

(CO1) [Knowledge] (CO2) [Knowledge] (CO1) [Knowledge]

* 1. Discuss the ethical responsibilities of game streaming platforms in promoting responsible gaming behavior.
	2. How can game developers address concerns about addiction and disengagement?
	3. How may game designers respond to issues of addiction and disengagement?

(CO2) [Knowledge] (CO1) [Knowledge]

(CO2) [Knowledge]

* 1. How do loot boxes resemble gambling mechanics, and what ethical implications does this pose?

(CO1) [Knowledge]

* 1. Discuss the ethical responsibilities of game developers in designing for disability.
	2. How can game developers celebrate and respect diverse cultures in their games?

(CO2) [Knowledge] (CO1) [Knowledge]

* 1. How do microtransactions raise ethical concerns in video games?

(CO2) [Knowledge]

**PART B**

**ANSWER ANY 3 QUESTIONS 3QX10M=30M**

* 1. Explain the intersection of video game culture with broader societal values and norms, highlighting both the positive and negative impacts.

(CO1) [Comprehension]

* 1. Critically assess the role of gaming platforms and industry stakeholders in promoting responsible gaming behavior and player well-being.

(CO2) [Comprehension]

* 1. Discuss the impact of social and cultural factors on video game addiction and player behavior.

(CO1) [Comprehension]

* 1. Discuss the ethical considerations surrounding the use of microtransactions and loot boxes in video games.

(CO2) [Comprehension]

**PART C**

**ANSWER ANY 2 QUESTIONS 2QX20M=40M**

* 1. Critically examine the ethical implications of using addictive game mechanics to enhance player engagement and retention.

(CO1) [Application]

* 1. Discuss the ethical challenges posed by dark patterns and lack of transparency in game design, and their impact on player behavior and well-being.

(CO2) [Application]

* 1. Discuss the ethical responsibilities of game developers in ensuring player retention without promoting addictive behaviors.

(CO1) [Application]