

CS 6457 Video Game Design and Programming: The business side of video game design and development

1. What is the primary focus of the business side of video game design and development?

- A. Creating and programming the game mechanics
- B. Managing the game's budget
- C. Marketing the game
- D. Designing the game's artwork

2. Which of the following is NOT a common business model for video game development?

- A. Free-to-play
- B. Pay-to-play
- C. Subscription
- D. One-time purchase

3. Which of the following is NOT a common revenue stream for video game development?

- A. In-game microtransactions
- B. DLC
- C. Advertising
- D. Physical merchandise

4. What is the primary goal of game publishers?

- A. To create and finance the development of video games
- B. To market and sell video games
- C. To provide customer support for video games
- D. To design video game artwork

5. What is the primary goal of game developers?

- A. To create and finance the development of video games
- B. To market and sell video games
- C. To provide customer support for video games
- D. To design video game artwork

6. Which of the following is NOT a common type of game publisher?

- A. Independent
- B. Major
- C. Third-party
- D. Crowdfunded

7. Which of the following is NOT a common type of game developer?

- A. Independent
- B. Major
- C. Third-party
- D. Crowdfunded

8. What is the most important factor in a publisher's decision to sign a developer?

- A. The quality of the game's concept
- B. The size of the development team
- C. The game's genre
- D. The developers' experience

9. What is the most important factor in a developer's decision to sign with a publisher?

- A. The quality of the game's concept
- B. The size of the development team
- C. The game's genre
- D. The developers' experience

10. Which of the following is NOT a common role on the business side of video game design and development?

- A. Game designer
- B. Game programmer
- C. Business analyst
- D. Marketing manager

11. Which of the following is NOT a common task of the business side of video game design and development?

- A. Creating and managing the game's budget
- B. Designing the game's artwork
- C. Marketing the game
- D. Programming the game mechanics

12. Which of the following is NOT a common method of game development?

- A. Agile
- B. Waterfall
- C. Scrum
- D. Kanban

13. What is the primary difference between Agile and Waterfall development?

- A. Agile development is faster than Waterfall development
- B. Agile development is more flexible than Waterfall development
- C. Waterfall development is more expensive than Agile development
- D. Waterfall development is more risky than Agile development

14. What is the primary difference between Scrum and Kanban development?

- A. Scrum development is faster than Kanban development
- B. Scrum development is more flexible than Kanban development
- C. Kanban development is more expensive than Scrum development
- D. Kanban development is more risky than Scrum development

15. Which of the following is NOT a common type of development team?

- A. Co-located
- B. Distributed
- C. Offshore
- D. Onshore

- 1. B
- 2. C
- 3. D
- 4. B
- 5. A
- 6. D

- 7. D
- 8. A
- 9. B
- 10. D
- 11. D
- 12. D
- 13. B
- 14. D
- 15. D