

BIRLA INSTITUTE OF TECHNOLOGY, MESRA, RANCHI  
(END SEMESTER EXAMINATION)

CLASS: BAM  
BRANCH: BAM

SEMESTER : II  
SESSION : SP/2023

TIME: 3 Hours

SUBJECT: AM110 STORY APPRECIATION FOR GAMING

FULL MARKS: 50

INSTRUCTIONS:

1. The question paper contains 5 questions each of 10 marks and total 50 marks.
2. Attempt all questions.
3. The missing data, if any, may be assumed suitably.
4. Before attempting the question paper, be sure that you have got the correct question paper.
5. Tables/Data handbook/Graph paper etc. to be supplied to the candidates in the examination hall.

		CO	BL
Q.1(a)	What is Dissonance and what types of dissonances we might come across in a game, give examples?	[5] 1	1
Q.1(b)	Explain Non-Linear storytelling and its various types with diagrams.	[5] 2	2
Q.2(a)	Explain various types of characters a story might have.	[5] 4	2
Q.2(b)	Explain any two techniques of Character Development.	[5] 2	3
Q.3(a)	Explain the importance of Intellectual Property Rights for Gaming Professionals?	[5] 1	2
Q.3(b)	Explain the concept of Game localization by giving suitable examples wherever required.	[5] 4	3
Q.4(a)	Explain the importance of empathy in storytelling.	[5] 4	4
Q.4(b)	Explain the following in context of writing for games: Narrative, Narrative Immersion, Event, Plot, Linear Plot and Manifold Plot.	[5] 3	4
Q.5(a)	Explain the unique features of "Silent Hill 2" game.	[5] 5	5
Q.5(b)	Write down the features of a game which help is the progression of story with reference to Frey Tag's triangle.	[5] 5	6

.....26/04/2023.....M