**UNIVERSITY OF CAMBRIDGE**

CUDGS0
**CU DIGITAL GAMING SOCIETY TRIPOS**

Sunday, 7 April, 2024    11:00am to 2:00pm

# PAPER 1

## Before you begin read these instructions carefully

Candidates should answer all questions.

The examination paper is divided into two sections. Each question in Section II carries twice the number of marks of each question in Section I. Section II questions also carry an alpha or beta quality mark and Section I questions carry a beta quality mark.

The word limit for your examination script is 4,500 words. This includes the full text of your answers, but not the wording of the examination questions. The examiners will not read any text beyond the word limit of your essays.

Write on one side of the paper only and begin each answer on a separate sheet.

Write legibly; otherwise you place yourself at a grave disadvantage.

## At the end of the examination:

Separate your answers to each question.

Complete a gold cover sheet **for each question**, and place it at the front of your answer to that question.

Complete a green main cover sheet.

**Every cover sheet must also show your Blind Grade Number and desk number.**

Tie up your answers and cover sheets into **a single bundle**, with the main cover sheet on the top, and then the cover sheet and answer for each question, in the numerical order of the questions.

**STATIONERY REQUIREMENTS**
Gold cover sheets
Green main cover sheet

> **You may not start to read the questions printed on the subsequent pages until instructed to do so by the Invigilator.**

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## SECTION 1

### 1A  Team Communication

(a) Define a *Cric call*.

(b) Give an example of a Cric call in a recent game, and how it negatively impacted the round outcome.

### 2C  Philosophy of Counter-Strike

(a) Summarise the main arguments given by Deano for the use of the training map *Aim Rush*.

(b) Hence prove that infrw is incorrect to suggest that kevinxu9595 would be better off without an aim training routine.

### 3E  Tilt Studies

State the effect of Porkypus' spam binds on the enemy team's level of tilt. Justify your claim with examples.

### 4G  Strategy, Tactics and Individual Plays

(a) Give an example of a time you died because you didn't follow the strat, and then whiffed.

(b) Explain why the round loss was as a result of infa attempting to trade his teammate in a 2v1, with reference to the demo. Make sure to ignore your play from earlier in the round, and pin the blame entirely on infa.

## SECTION 2

### 5E  Tilt Studies

With reference to the dynamic between CricGuru, infa, and kylennnnn, explain why we tilt and lose every game on FACEIT.

### 6G  Strategy, Tactics and Individual Plays

(a) On inferno, infrw is on T side with a glock and no armour, and mistr is on CT side with an m4a1-s. infrw peeks into mistr in apartments. Calculate the peekers advantage that infrw has, in ms.

(b) Explain why this does not justify mistr's death, and subsequent ragequit.

### 7C  Philosophy of Counter-Strike

With reference to BlameF's playstyle, explain why Haber is always last in.

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### 8A  Team Communication

(a) Give an example of a round loss on de_anubis due to someone calling "they're A", when they're actually B.

(b) Hence justify that the bombsite names should be switched.

### 9E  Tilt Studies

(a) Find a game that you won, but tilted anyway because you bottom-fragged.

(b) Use leetify to find a stat you did well in.

(c) Justify that you were actually the most important player on your team.

(d) Use this to untilt yourself ready for next game.

### 10G  Strategy, Tactics and Individual Plays

Critically analyse the playstyle of skelet_man in an average CUDGS 5-stack on de_mirage.

(a) (i) Explain why, on T side, our mid take is so weak.
   (ii) Explain why skelet_man should stop running up mid every round.

(b) (i) Explain why, on CT side, our A hold is so weak.
   (ii) Conclude that skelet_man should stop playing B anchor.

### 11C  Philosophy of Counter-Strike

Define *tryharding*. Explain Ryan2k's objection to the concept of 10 mans. Why is Ryan2k wrong?

### 12A  Team Communication

(a) (i) Analyse the overall effectiveness of team communications when "Fourlom opening", "Fourlom opening: Deano variation", "aimbridge strat" or "disco strat" are called.

(ii) Compare and contrast this to when a generic pistol opening, such as "contact b", is called.

(b) Analyse the effectiveness of the callout "Minecraft" on de_vertigo, with reference to its memorability, and how it removes confusion when defending bombsite B in the post-plant.

(c) Explain why we have such a high win rate on de_vertigo.

## END OF PAPER