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BACHELOR OF ARTS (B.A.) – GAME ART AND DESIGN
EXAMINATION: JANUARY - 2022
THIRD SEMESTER
Sub.: Game Design-II (UI UX Documentation) (Theory) (BAGD-19-304)

Date: 19/01/2022	Total Marks: 40	Time: 10.00 am to 12.00 pm

Instructions: All questions are compulsory.

Q. 1.   **Multiple choice questions**   **(10)**

1. Which of the following define the characteristic of a good user interface?

   a) Speed of learning
   b) Support for multiple skill levels
   c) Error recovery, feedback and consistency
   d) All of the above

2. Which of the following is not a type of user interface?
   a) Command language based
   b) Menu based
   c) Efficiency based
   d) Direct manipulation based

3. Which of the following objectives are not the one that the user interface offers?
   i.   Help user interact with the software.
   ii. Give commands and input through the instructions that are displayed via user interface.
   iii. To improve the coding skills of the users.

   a) All i, ii and iii are correct
   b) Only i and ii are correct
   c) Only i and iii are correct
   d) None of the given options is correct

4. Which of the following statements is true?
   i. In the graphical User interface, different information can be simultaneously displayed on the screen.
   ii. In the Text-based User interface, different information can be simultaneously displayed on the screen.

   a) Only i is true
   b) Only ii is true
   c) Both i and ii are true
   d) None of them is true

5. The main function of user-interface is to
   a) Convert program/ programs into machine language
   b) Transmit data to a remote location
   c) Connect users with an application through graphical options like icon, menu, text etc
   d) None of these above

6. Which of the following is a True and Important for a Great UI
   a) Make the interface consistent
   b) Reduce the user's memory load
   c) Place the user in control
   d) All of these

7. Best way to make a fast-paced FPS game inventory is
   a) Hotkey system
   b) Weight based
   c) Slot based
   d) none of the above

8. Having a Health Bar on the left bottom of the screen is type of
   a) Diegtic UI
   b) Meta UI
   c) Non-diegetic UI
   d) Spatial UI

9. What is usability in UI-UX

a) Usability is concerned with the appearance of your site or product	b) Usability is concerned with how many people can use your site at a time	c) Usability is concerned with the ease of use with which a user can interact with your site	d) Usability is concerned with the length of time it takes for a web page to load

10. "Design" means:

a) How something is used/its function	b) Color and patterns, shapes and lines	c) What something looks like	d) All of them

Q. 2.   **Write short notes on. (Any two)**   **(10)**

1. In a play testing the game it was observed that the player had trouble in finding the objective. It was advised that player should get some help in finding the objective through UI elements. Which UI elements would you use and explain how they will help the player?

2. The game COUNTER STRIKE GLOBAL OFFENSIVE uses Hotkeys (1, 2,3,4 buttons assigned to particular weapons) for its inventory. Explain what are the advantages of using this system in game like CS and how it enhances the player experience?

3. Explain weighted inventory system using an example. Explain 2 pros and 2 cons of the system

Q. 3.   **Write the Answers of the following (Any 4)**   **(20)**
1. Write a note on Diegetic UI. Give examples wherever required.
2. Write a note on Non-diegetic UI
3. Write a note on Meta UI
4. Write a note on Spatial UI
5. Write how inventory systems can add difficulty element in gameplay

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