

**BIRLA INSTITUTE OF TECHNOLOGY, MESRA, RANCHI
(MID SEMESTER EXAMINATION)**

**CLASS: BAM
BRANCH: ANIMATION & MULTIMEDIA**

**SEMESTER: IV
SESSION: SP/2024**

SUBJECT: AM210 RESEARCH IN GAMING

TIME: 2 HOURS

FULL MARKS: 25

INSTRUCTIONS:

1. The total marks of the questions are 25.
 2. Candidates may attempt for all 25 marks.
 3. Before attempting the question paper, be sure that you have got the correct question paper.
 4. The missing data, if any, may be assumed suitably.
 5. Tables/Data handbook/Graph paper etc. to be supplied to the candidates in the examination hall.
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		CO	BL
Q.1(a)	What is the meaning of research?	[2] 1	1
Q.1(b)	Explain major types of research.	[3] 4	2
Q. 2(a)	What is Literature Review?	[2] 2	2
Q.2(b)	What ethics should be followed by researchers while conducting a study?	[3] 4	3
Q. 3(a)	What is the importance of sampling in research?	[2] 1	3
Q.3(b)	Explain the convenience of snowball sampling techniques.	[3] 4	4
Q.4(a)	What is a questionnaire?	[2] 3	5
Q.4(b)	Explain the difference between qualitative and quantitative research.	[3] 1	4
Q.5(a)	Explain the anatomy of games.	[2] 5	4
Q.5(b)	Explain games as a source of information.	[3] 5	6

:22/02/2024:M