

# Final Exam Questions/Topics

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CMPS 80K, Winter 2006

# Final Exam

- The final exam for CMPS 80K is Thursday, March 23, at 12noon, in Classroom Unit 1.
- The exam will consist of a written portion and an experience portion
  - Written exam is ~45 minutes
  - Experience portion is ~1.5 hours
  - Attendance at each is mandatory

# Exam Questions/Topics

- Know all six elements of Juul's classic game definition
  - Make sure you understand valorization, and negotiable consequences
- Be able to describe the difference between rules and strategy (p. 59 of Juul)
- Know the three qualities of interesting choices, as defined by Sid Meier (p. 92)

# Exam Questions/Topics

- What metaphor does Crawford use for interactivity? (p. 76, Crawford)
- What is the “crunch per bit” ratio? (p. 89, Crawford)
- Why does conflict make challenge personal? (Chapter 5, Crawford)
- What are the main forms of conflict? (p. 56-59 of Crawford)
- What are Crawford’s 3 questions for measuring interactivity? (p. 80 of Crawford)
- What is the “workload vs. payoff” tradeoff? (p. 85 of Crawford)

# Game Design Seminar

- Shameless plug:
- I will be conducting a game design seminar course next quarter, for students who have passed CS 80K
- Idea is to create a new game in a 1-2 person team every 2 weeks, and explore game design issues in depth. Will also have some readings on game design.
- Will likely be harder than CS 80K
- Meets once per week, Tuesday, 3-5pm, in E2 215. First meeting is April 4
- Will officially be CMPS 94 (Group Tutorial)
- Can take it for 2 or 5 units.
- Come to first meeting to sign up for the course.