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.