

Question one) (40%) Choose the best answer for the following multiple choice questions

- 1) All are considered as a right reason to move toward ILE except (إلا عدداً)
A) Overcoming disengagement.
B) Positively change behavior.
C) Authentic practice.
D) Just for Fun.
- 2) Realistic, controlled risk environment where learners can practice behaviors and experience the impact of decision is referred to.
A) Game.
B) Gamification.
C) Simulation.
D) none of the above.
- 3) Two types of gamification are used in general
A) Structural and content.
B) Realistic and fantasy.
C) Exploring and Matching.
D) None of the above.
- 4) The key difference between game and gamification is
A) Game is a part of Gamification
B) Gamification is part of Game.
C) No relation at all.
D) Almost the same with no difference.
- 5) Some games provide immediate information to indicate the degree of "rightness" or "wrongness" of a response, action, or activity. This is called
A) Reward
B) Badges
C) Information
D) Feedback.
- 6) Characters, plots, tension and resolution are all basic elements of an important game element called
A) Replay or do over
B) Feedback
C) aesthetics
D) Storytelling
- 7) Art, beauty and visual elements including graphics are belonging to one game element called
A) Goal
B) Feedback
C) aesthetics
D) Storytelling

The act of working with others to achieve a mutually desirable and beneficial outcome is called
A) Conflict
B) Competition
C) Cooperation
D) None of the above

The rules that govern the social contract between two or more players, in other words, game etiquette.
A) Foundational
B) Instructional
C) Operational
D) behavioral

Compressed time is used to avoid people get boring and difficult game This is simply done by taking
A) Reality time is shorter than game time.
B) Game time is shorter than reality time.
C) both times are equal.
D) None of the above

Curve of interest is a plot that contains ____ on x axis and ____ on y axis
A) time, interest
B) time, difficulty
C) interest, simplicity
D) time, levels

juicy feedback is called to be balanced this means
A) Fresh
B) Repeatable
C) Continuous
D) Not overwhelmed

one of the gamification models that describe the challenge facing a person is in almost perfect balance with the person's level of skills and abilities.
A) Malone
B) Lepper
C) Distributed practice
D) Flow

Lepper model the concept of Contextualization can be achieved through
A) Fantasy context.
B) Curiosity
C) Control.
D) Challenge.

Components that make flow possible are
A) Concentration.
B) Loss of sense of time.
C) Clear goals.
D) All the above are true.

Player's expectation that they will achieve success this is called
A) Satisfaction
B) Confidence
C) Attention
D) Relevance

- 17) The player who is seeking to be the first on leaderboard and to show off among other players
- A) Achiever
 - B) Killer
 - C) Explorer
 - D) Socializer

- 18) All are considered as a competitive play except
- A) First person shooter
 - B) First person Thinker
 - C) player vs player
 - D) working together plays

- 19) The player who want to increase the list of friends and like to help others
- A) Achiever.
 - B) Socializer.
 - C) Killer.
 - D) Explorer.

- 20) My favorite game is
- A) fortnite
 - B) pubg
 - C) I don't like games
 - D) others candy crush

Question	Answer
1	D ✓
2	C ✓
3	A ✓
4	B ✓
5	D ✓
6	D ✓
7	C ✓
8	C ✓
9	D ✓
10	B ✓
11	A ✓
12	D ✓
13	D ✓
14	A ✓
15	D ✓
16	A X
17	A ✓
18	D ✓
19	B ✓
20	D ✓

38

Question 2) (60%) Using short answer format explain your understanding for the following:
A) Discuss 2 right reasons and 2 wrong reasons to adopt ILE solution? (10 Marks)

- wrong reasons \Rightarrow 1) everyone is have game, gamification, simulation.
2) it's easy to design.
- right reasons \Rightarrow 1) Authentic Practice
2) Positively change behaviour.

B) Failure is usually an option in games discuss this statement with evidence? (10 Marks)

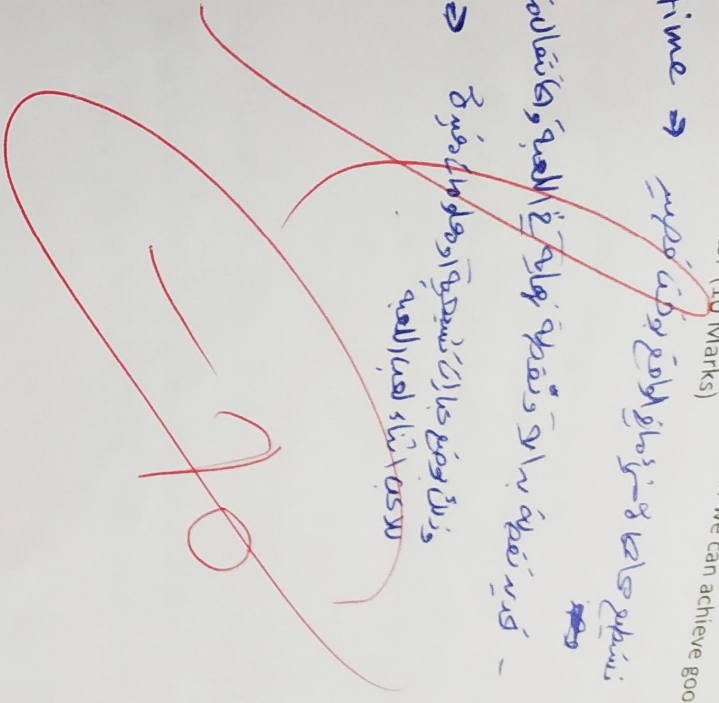
فشل هو خيار متعمد في الألعاب \Rightarrow 1) التمرين الواقعي
ويعزز القدرة على التعلم من الأخطاء، كما أن الفشل في اللعبة يشجع اللاعبين على التفكير الإبداعي وحل المشكلات.
كما أن الفشل في اللعبة يشجع اللاعبين على التفكير الإبداعي وحل المشكلات.

c) What are the 3 basic element existing in curve of interest and how we can achieve good interest through each one of these elements? (10 Marks)

- Compriising time → توقيت اللعب
 يستطيع اللاعب أن يجمع وقتاً أطول
 يستطيع اللاعب أن يجمع وقتاً أطول

- Compriising time → توقيت اللعب
 قدرة اللاعب على إدارة وقت اللعب في اللعبة، وإتقان اللاعب للعبة يسمى التوقيت

- Seedbacks → مردود
 ذلك يوضع جوائز بسيطة أو جوائز كبيرة للاعب أثناء لعب اللعبة



D) From your point of view choose the most important game elements you want to include in your future game and discuss briefly (10 Marks)

3 elements

1) Reward structure → وجود مكافآت للعبة
 وجود مكافآت للعبة يحفز اللاعب على لعب اللعبة
 الحصول على المكافآت فئات ودرجات المتعددة في اللعبة - وإثارة اللاعب على اللعب أو كارت، كارت، شارة

2) display or do over → إعادة اللعب
 ومن ثم يمكن إعادة اللعب وإثارة اللاعب وإثارة اللاعب
 وإثارة اللاعب وإعادة اللعب في وقت قصير
 وذلك يوضع تطبيقاً معيناً يسهل على اللاعب

3) Seedback → مردود
 التي تاتي بها وتحفز اللاعب، اللعب اللعبة
 كما أنها تقيس وقت اللعب وتضع المكافآت كالعلاقة بين وقت اللعب وبين

