

Name: \_\_\_\_\_ Date: \_\_\_\_\_

## Ludology and Socio-Technical Systems for College

Examine the intersection of procedural rhetoric, algorithmic bias, and the semiotics of virtual economies within modern interactive media frameworks.

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**1. Which theoretical framework, popularized by Ian Bogost, proposes that video games make arguments not through words or images, but through the execution of rules and processes?**

- A. Ludo-narrative Dissonance
- B. Procedural Rhetoric
- C. Cybernetic Transgressions
- D. Affective Computing

**2. In the context of virtual economies, the concept of \_\_\_\_\_ labor refers to the blurred line between productive work and leisure, often seen in 'gold farming' or skin trading.**

- A. Algorithmic
- B. Immaterial
- C. Playbor
- D. Tertiary

**3. True or False: The 'Magic Circle' theory, originated by Johan Huizinga, argues that the space of play is entirely porous and cannot be distinguished from ordinary life's moral or social constraints.**

- A. True
- B. False

**4. Critically analyze the 1982 game 'Custer's Revenge.' Which socio-political failure does it most prominently represent in early gaming history?**

- A. Technological obsolescence
- B. The commodification of sexual violence and colonial trauma
- C. Lack of ergonomic controller design
- D. Inefficient memory allocation in the Atari 2600

**5. The term \_\_\_\_\_ refers to the conflict between a video game's narrative themes and its mechanical requirements, such as a pacifist character being forced to engage in mass combat.**

- A. Ludonarrative dissonance
- B. Mechanical irony
- C. Diegetic interference
- D. Simulationist friction

**6. In 2005, the 'Corrupted Blood' incident in a major MMO became a significant case study for which field of scientific research?**

- A. Quantum Physics

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- B. Epidemiology and public health
- C. Marine Biology
- D. Structural Engineering

**7. True or False: According to Espen Aarseth's theory of Ergodic Literature, a game requires non-trivial effort to traverse the text, which distinguishes it from linear media like film.**

- A. True
- B. False

**8. How did the 'Gamergate' controversy of 2014 affect the sociological landscape of the gaming community at a systemic level?**

- A. It led to the immediate dissolution of competitive esports
- B. It catalyzed the standard adoption of VR hardware
- C. It exposed a deep-seated culture war regarding identity politics and gender representation
- D. It resulted in the federal ban of loot boxes in the US

**9. The \_\_\_\_\_ principle in game design suggests that players will often 'optimize the fun out of a game' by finding the most efficient, albeit boring, path to victory.**

- A. Soren Johnson
- B. Pareto
- C. Skinner Box
- D. Nash Equilibrium

**10. True or False: 'Paratextuality' in gaming refers exclusively to the code written in the C++ language that allows the game engine to render assets.**

- A. True
- B. False