

Name: _____ Date: _____

Your Mission: Deconstruct the Digital Realm - 10th Grade Quiz

Examine how procedural generation and systemic narratives influence modern society through these 10 analytical challenges for sophomores.

1. Which of the following describes the 'Ludo-narrative Dissonance' theory often analyzed in high-level game studies?

- A. The conflict between a game's story and its gameplay mechanics
- B. The psychological bond between a player and their avatar
- C. The limitation of hardware processing power in open-world designs
- D. The use of music to dictate the emotional tone of a level

2. The rise of _____ allows developers to create vast, unique environments like those in 'No Man's Sky' using algorithms rather than manual design.

- A. Linear Scripting
- B. Procedural Generation
- C. Bitmap Tracing
- D. Haptic Feedback

3. The concept of 'Emergent Gameplay' refers to complex situations in games that arise from simple rules and were not specifically scripted by the developers.

- A. True
- B. False

4. How did the 'Corrupted Blood' incident in 'World of Warcraft' provide value to real-world scientific research?

- A. It demonstrated the effectiveness of virtual currencies
- B. It served as a case study for epidemiologists tracking disease spread
- C. It proved that gamers have faster reaction times than non-gamers
- D. It led to a breakthrough in 3D rendering software

5. In the context of game design and ethics, _____ are mechanics designed to exploit player psychology to encourage repetitive spending or play.

- A. Dark Patterns
- B. Sandbox Modes
- C. Easter Eggs
- D. Ray Tracing

6. Which game is credited with popularizing the 'Walking Simulator' genre, focusing on environmental storytelling over traditional combat?

- A. Call of Duty

Name: _____ Date: _____

- B. Gone Home
- C. Street Fighter
- D. Tetris

7. 'Permadeath' is a mechanic primarily used to lower the difficulty and reduce player stress in competitive gaming.

- A. True
- B. False

8. What sociological phenomenon describes the way players in 'Eve Online' have created their own complex governments, banking systems, and wars?

- A. Virtual Economy and Self-Governance
- B. The Uncanny Valley
- C. Zero-Sum Game Theory
- D. Hyper-realism in Graphics

9. The use of _____ in games like 'Hellblade: Senua's Sacrifice' represents a shift toward using gaming as a tool for empathy and mental health awareness.

- A. Scoreboards
- B. Psychological Horror
- C. Subjective Representation
- D. Motion Blurring

10. Ray Tracing is a social engineering technique used by toxic gaming communities to exclude minority groups.

- A. True
- B. False