

PSG COLLEGE OF ARTS AND SCIENCE
(AUTONOMOUS)
MSc DEGREE EXAMINATION DECEMBER 2023
(First Semester)

Branch- COMPUTER SCIENCE

META-VERSE NEAR FUTURE TECHNOLOGIES

Time : Three Hours

Maximum : 75Marks

SECTION-A (10 Marks)

Answer ALL questions

ALL questions carry EQUAL marks

(10 x 1=10)

Module No.	Question No.	Question	K Level	CO
1	1	The online gaming industry has decades-long experience in creating immersive worlds through such technologies as _____. (i) VR gaming (ii) MR gaming (iii) NFT gaming (iv) AI gaming	K1	CO1
	2	_____ keep tracks of position. (i) Motion Analyzers (ii) Motion Trackers (iii) HMD (iv) SMD	K1	CO1
2	3	_____ technologies of all varieties are enabling new computing environments. (i) Immersive (ii) A transaction (iii) An Exchange (iv) Cryptocurrency	K1	CO1
	4	Blockchain Networks are much _____ and deal with no single point of failure. (i) Simpler (ii) Easier to scale (iii) Convinient (iv) Faster	K1	CO1
3	5	A type of VR Environment in which subjects are visually isolated from the real environment. (i) Immersive (ii) Semi immersive (iii) Non immersive (iv) Argumented	K4	CO2
	6	AR is interactive in real time _____. (i) True (ii) False (iii) Partially True (iv) Partially False	K1	CO1
4	7	What is NFT? (i) Non-Forensic Transaction (ii) Non-Flexible Token (iii) Non-Futuristic Token (iv) Non-Fungible Tokens	K1	CO1
	8	NFTs are a secure type of digital asset based on the same blockchain technology used by _____. (i) Augmented Reality (ii) Blockchain (iii) Cryptocurrency (iv) Metaverse	K1	CO1
5	9	Manufacturing is moving into the industrial metaverse where companies create and run _____ models of physical facilities. (i) Virtual (ii) Mixed (iii) Artificial (iv) Metaverse	K1	CO1
	10	_____ to play a big role in the usefulness and popularity of the metaverse. (i) Non Fungible Token (ii) High video resolutions (iii) Collecting users' personal data for marketing purposes (iv) security regulations	K3	CO3

Cont...

SECTION -B (35 Marks)

Answer **ALL** questions
ALL questions carry **EQUAL** Marks (5 X 7 = 35)

Module No.	Question No.	Question	K level	CO
1	11.a.	Write about the Metaverse and immersive experience in a brief.	K3	CO3
		(OR)		
	11.b.	Explain the concept of VR in short.		
2	12.a.	Illustrate how the BlockChain in MetaVerse.	K4	CO2
		(OR)		
	12.b.	Sketch the complete picture of Block Chain and explain briefly.	K3	CO3
3	13.a.	Distinguish between Augmented Reality and Virtual Reality.	K4	CO2
		(OR)		
	13.b.	Summarize on the Blockchain Identity Management in Metaverse.	K5	CO4
4	14.a.	What do you understand about the concept of NFT.	K5	CO4
		(OR)		
	14.b.	Explain the usage of Opensea in NFT.	K3	CO3
5	15.a.	Critically discuss about Virtual Learning in Metaverse.	K5	CO4
		(OR)		
	15.b.	Outline a short note on Twitter and NFT in metaverse.	K4	CO2

SECTION -C(30 Marks)

Answer **ANY THREE** questions
ALL questions carry **EQUAL** Marks (3 X 10 = 30)

Module No.	Question No.	Question	K Level	CO
1	16	Explain the 7 layers of Metaverse value chain for real time metaverse application.	K4	CO2
2	17	Explain the Cryptocurrency in Metaverse in detail.	K4	CO2
3	18	Explain the functioning of AR technology with examples.	K4	CO2
4	19	How to buy and sell an NFTs in Opensea? Explain.	K6	CO5
5	20	Write about how gaming and Metaverse related to each other. Explain with suitable example.	K3	CO3

Z-Z-Z

END