1. What are the three levels of rules proposed by Salen and Zimmerman in their book "Rules of Play"?

A. Basic, Intermediate, Advanced

B. Operational, Constituative, Implicit

C. Explicit, Implicit, Technical

D. Primary, Secondary, Tertiary

Explanation: Salen and Zimmerman suggest that rules in games can be categorized into three levels: operational rules (how the game is played), constituative rules (how players interact within the game), and implicit rules (unspoken agreements or cultural norms within the game).

2. Which term refers to the imaginary boundary that separates the game world from the real world in game studies?

A. Ethereal Circle

B. Fun Zone

C. Magic Circle

D. Gaming Halo

Explanation: The "magic circle" is a concept in game studies that refers to the imaginary boundary that separates the game world from the real world, where different rules and social norms may apply.

3. What is the primary function of rules in games?

A. To confuse players

B. To enforce competition

C. To create structure and meaning

D. To limit player creativity

Explanation: Rules in games primarily serve to create structure and meaning, defining the boundaries and possibilities within the game world.

4. Which level of rules defines how the game is played on a mechanical level?

A. Operational

B. Constituative

C. Implicit

D. External

Explanation: Operational rules define how the game is played on a mechanical level, including actions, moves, and procedures.

5. What is the specific term used to describe the characteristics and parameters of rules within a game?

A. Rule Set

B. Regulation

C. Game Code

D. Rulebook

Explanation: The specific characteristics and parameters of rules within a game are often referred to as the "rule set."

6. In game design, what term refers to the fundamental principles that guide the creation of rules and mechanics within a game?

A. Game DNA

B. Rule Architecture

C. Primary Schemas

D. Design Blueprint

Explanation: Primary schemas refer to the fundamental principles that guide the creation of rules and mechanics within a game.

7. Which term describes rules that are understood but not explicitly stated within a game?

A. Implicit Rules

B. Hidden Rules

C. Subliminal Rules

D. Tacit Rules

Explanation: Implicit rules are rules that are understood but not explicitly stated within a game, often arising from cultural norms or player agreements.

8. What is the term used to describe the unique characteristics and regulations of a particular game?

A. Game Identity

B. Rule Specificity

C. Game Distinctiveness

D. Rule Individuality

Explanation: The term used to describe the unique characteristics and regulations of a particular game is "rule specificity."

9. Which of the following is NOT one of the three levels of rules proposed by Salen and Zimmerman?

A. Operational
B. Implicit
C. Cultural
D. Constituative

Explanation: Salen and Zimmerman's three levels of rules are operational, constituative, and implicit. "Cultural" is not one of the levels they proposed.

10. What is the term for the set of regulations governing how a digital game operates and how players interact with it?

A. Digital Directive
B. Cyber Code
C. Game Protocol
D. Digital Ruleset

Explanation: The term for the set of regulations governing how a digital game operates and how players interact with it is "digital ruleset."

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