

COMPSCI 777 S2 C 2006

Computer Games Technology

Course Overview

Lecturers:
Ian Watson
Burkhard Wuensche (Supervisor)

Overview:

This is an advanced course looking at some of the computer graphics and artificial intelligence technology involved in computer games. It will be taught in a project-based manner. You will work in on a semester-long group project in computer games under the supervision of one of the lecturers for the course. You will share your results with the rest of the class and, ultimately, you will be responsible for learning all of the projects. To focus study for the final exam, each project group will have to choose three significant issues in game technology; these will become the expected learning outcomes of their project.

Week 1:

Tuesday: Course overview; introduction to Burkhard's project topics

Thursday: Introduction to Ian's project topics. Students expected to declare their groups of 3 -- any stragglers will be assigned to groups at this session.

Friday: Each group must hand in a total preference order for projects. During the session we will assign groups to projects.

Assessment:

Group topic presentations, Thur+Fri of Week 2, 10 minutes/group

Group interim report presentations, Week 6, 15 minutes/group

Interim individual written report, Due at the end of Week 6

Final Report and Source Code, Due at the end of Week 10

Final presentations and demos, Weeks 11-12, 50 minutes/group

Please note: For the presentations each group member has to speak for approximately equal amounts of time. Both the presentations and the capability to answer questions will be assessed.

Assessment Weighting:

60% Exam (Individually Assessed)

10% Presentation and participation (Individually Assessed)

10% Interim reports (Individually Assessed)

20% Final reports (Group Assessment)