

COMPSCI 777S2C 2005
Computer Games Technology

Course Overview

Lecturers:
Hans Guesgen
Kevin Novins
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 the lecturers.

Thursday: Students expected to declare their groups of 3 at start -- any stragglers will be assigned to groups at this session. The lecturers will publish a list of projects that they are offering and each will deliver a short presentation about them.

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 Week 2, 10 minutes/group
Group interim report presentations, Week 6, 15 minutes/group
Interim individual written report, Due at end of Week 6
Final Report and Source Code, Due at end of Week 9
Final presentations and demos, Weeks 10-11-12, 50 minutes/group

Assessment Weighting:

60% Exam (Individually Assessed)
10% Presentation and participation (Individually Assessed)
10% Interim reports (Individually Assessed)
20% Final reports (Group Assessment)