

COMPSCI 777S2C 2005
Computer Games Technology

Final Presentation Guide

Final presentations will take place in Weeks 10, 11 and 12 of the semester, in our normal lecture slot. Each presentation will be a group presentation and will be 25 minutes long with 20 minutes for discussion and questions. Time limits will be strictly enforced so please practice your talks in advance.

Your final presentation should cover the implementation work that you have done, since this isn't really part of your written report. You can cover other issues as time allows.

The presentation schedule is given below. Each group is to submit their presentation materials to the assignment drop box. This is to be done by 5pm on the day of their presentation at the latest. Presentation materials will be made available to all 777 students online.

Tuesday	Thursday	Friday
<i>4 October</i> No Session	<i>6 October</i> Pen and Paper Games	<i>7 October</i> Emotional Models
<i>11 October</i> Procedural City	<i>13 October</i> Optimization in Strategy Games	<i>14 October</i> Living City
<i>18 October</i> Labyrinth	<i>20 October</i> Learning in Strategy Games	<i>21 October</i> No Session