CSCE 4250.001 Topics in Game Development

Instructor: Curtis Chambers                Semester: Spring 2018
Office: NTDP F204                        Time: TuTh 4:00pm - 5:20pm
Office Hours: TuTh 2:30pm - 3:30pm       Place: NTDP F204

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Course Description:
This class is for the advanced game programming student. The class will read and discuss articles from the recent academic and technical literature on game development and related material from relevant computer science areas.

Learning Outcomes
By the end of the course, you will have:

1. Ability to perform a literature search for academic game development articles.
2. Ability to formulate a game development related project using forward-looking academic articles.
3. Ability to devise metrics for measuring the viability of a game development related project.
4. Experience with writing code for and evaluating those metrics.
5. Experience with interpreting and pitching the results to a game development team.

Course Requirements
Attendance: Required.
Exams: None.
Project: The grade for this class will be on a project, a paper, and class presentations.

Disability Accommodation
The University of North Texas complies with Section 504 of the 1973 Rehabilitation Act and with the Americans with Disabilities Act of 1990. The University of North Texas provides academic adjustments and auxiliary aids to individuals with disabilities, as defined under the law. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities. If you believe you have a disability requiring accommodation, please see the instructor and/or contact the Office of Disability Accommodation at 940-565-4323 during the first week of class.

Course Policies
Academic Misconduct
- The department, college, and university have very strict guidelines regarding academic misconduct. Students are expected to submit their own work on individual programming projects.
• You are allowed to discuss solutions and collaborate on a very minor level, but do NOT work with other students on shared program solutions. Do NOT use even partial program solutions from the Internet without properly citing them. Do NOT recycle content. You may borrow and integrate code from any legal source as long as you properly cite your resources. Failure to do so is considered cheating.
• You will be graded on your contribution to your own work. Be honest – attribute your work. Using code without acknowledging it to the instructor is cheating, and will be dealt with in accordance to the departmental cheating policy.
• If it is determined that you have cheated, the first instance of cheating in the class will result in a grade of ZERO on the assignment in question and referral to the department chairman and dean of engineering. The second instance of cheating in the class will result in a grade of F in the class. This could very likely result in an F in the class!
• You need to do your own work on your final project as well; not just your presentations and paper. Here there should be no ambiguity at all.
• In case the above description, and in-class discussion of my views on appropriate and inappropriate collaboration does not answer all of your questions, please look at the university Student Rights and Responsibilities web page. Be sure to also schedule an appointment with me for further discussion.
• You are responsible for the information covered in class, whether you attend class or not. Individualized lectures will not be given. Please check with other class members for any notes that might have been missed during an absence. Attendance WILL be taken in lecture and your attendance is strongly recommended to improve your opportunity to meet course objectives.
• Students should expect to meet each week in the LARC lab.
• There will be two Milestones to check-up on the progress of your final project; each with increasing requirements to ensure that you are working on your individual project.
• Progress on your final project should start by the first week of class. The software used is available for home use. The lab is also open during my office hours and other key hours. With both, you are fully expected to have the ability to work on your project outside of class. Students who plan to have difficulty with this should meet with me before the end of the second week of classes.
• Requests to add software to the lab machines should be submitted through email. Make sure you include the name of the machine you intend to install it on. I may ask that you meet with me to discuss further prior to installation. All required software should be available to you by the end of the third week of classes. Do NOT wait till the end of the semester to submit requests. You may be required to use this software to demonstrate your final project.
• Announcements about the course are made in class. Guest lecturers, progress reports, and due dates are all disclosed in lecture. Do NOT rely solely on Blackboard. Check with me if you miss lecture via email and/or office hours.
• Each student should adhere to the university's student code of conduct.

Excused Absences

Students are expected to schedule routine appointments and activities so as not to conflict with attending class. However, some absences cannot be prevented. In the event of a medical emergency or
family death, etc., students must request an excused absence as quickly as feasible following the event. Use common sense. Students must provide documentation that verifies the reasoning for the excused absence.

** Emergencies**

By definition, emergencies cannot be planned for. Your instructor attempts to make accommodations in these instances that allow for making up missed work and completion of the course in a timely manner. Students must provide documentation that verifies the emergency.