CSCE 4250.001 Topics in Game Development

Instructor: Ian Parberry
Office: NTDP F209
Office Hours: W 3:00-5:00pm
Phone: 940-565-2845

Semester: Spring 2013
Time: M 2:00 -4:50pm
Place: NTDP B142
Email: ian[at]unt[dot]edu

Course Description:
This class is for the advanced game programming student. We cover a selection of advanced topics in game development, possibly including but not limited to level design, character animation, procedural content generation, shader techniques, and graphics special effects. 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:
1. Have experience with a research or advanced topic in game development in a group or individual setting.

Course Requirements
Attendance: Optional, although lectures and class discussions will contain vital information.
Exams: None
Project: The grade for this class will be on a project, a paper, and a class presentation.

For More Information
Ian Parberry's Webpage: http://larc.unt.edu/ian/
Class Webpage : http://larc.unt.edu/ian/classes/spring13/csc e4250/
Class Description: http://larc.unt.edu/classes/csce4250.html

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.