CSCE 4250/5265 Topics in Game Development

Instructor: Ian Parberry
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Semester: Spring 2013
Time: M 2:30 - 5:20pm
Place: NTDP D212
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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 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: 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.

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.