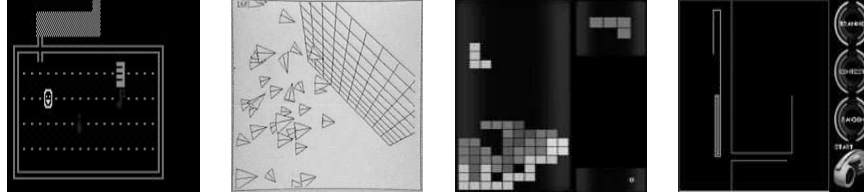


cisc 3665: game design, prof sklar, fall 2011



<http://www.sci.brooklyn.cuny.edu/~sklar/cisc3665/>

- instructor:
Prof Elizabeth Sklar (email: sklar@sci.brooklyn.cuny.edu; AIM: *agentprof*)
office hours posted each week: <http://www.sci.brooklyn.cuny.edu/~sklar>
- class meeting times and rooms:
Mondays 11.00am-12.30pm, room 5301 N; and Wednesdays 11.00am-12.30pm, room 4411 N.
- prerequisites:
Grade of C or better in CISC 3120 [CIS 20.1].
- course description:
Introduction to designing the intelligence behind computer games. Fundamentals of designing, programming and troubleshooting game behavior. Documenting and critiquing design. Multi-week small-group projects in game design.
(3 credits)
- course structure:
The following topics will be covered in 5 curricular units:
 - I. Introduction to Game Design and the Processing Environment
 - II. Introduction to Game AI and Agents
 - III. Game Physics, Motion and Perception
 - IV. Nuts & Bolts: Scripting, Documentation, Data Collection and Analysis
 - V. Game Theory and Behaviors

Class sessions will consist of lectures and hands-on labs. Students may bring their own laptops to the labs, or use the computers in the lab.
- computer:
You will need to have access to a computer and the internet for this class, though having your own computer is not required. You can use the public machines in the library or the WEB building to complete your assignments.
- flash drive:
A USB FLASH drive is **required**.
- textbook and course materials:
There is no required textbook. Comprehensive lecture notes will be posted on-line. Some Tutorial material will also be available on-line. Readings will be provided from multiple sources. See the class web page for a complete list of sources.
- assessment:
term grade is comprised of the following:

written assignments	20%
lab assignments	20%
term project	15%
midterm exam	15%
final exam	30%