• 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, pro-
  gramming 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%