

NORTHERN MICHIGAN UNIVERSITY
CS 495-01-08F
FALL 2008
SPECIAL TOPICS IN COMPUTER SCIENCE: VIDEO
GAME DESIGN

4 credits

Monday Wednesday Thursday Friday 1:00 P.M. — 1:50 P.M.

Monday 25 August 2008 through Friday 5 December 2008

except Monday 1 September 2008, Friday 10 October 2008, and Wednesday 26
November 2008 through Friday 28 November 2008

Final Exam: Tuesday 9 December 2008 12:00 A.M. — 1:50 A.M.

1209 New Science Facility

Instructor: Andy Poe, 1129 New Science Facility, 227-1598

This course covers the basics of video game design, including three-dimensional projection and rotation, shading, animation and sound. Also covered will be the design and implementation of network or Internet-based gaming.

The programming component of the course will be in Visual C++ on the NMU ThinkPad using DirectX and SDL.

Text: No mandatory text. I've been using *Windows Game Programming For Dummies*.

Courseload: There will be frequent programming assignments. Your grade will be based on your grades on these projects.

Office Hours: TBA.

Disability: If you have a need for disability-related accommodations or services, please inform the Coordinator of Disability Services in the Disability Services Office by: coming into the office at 2001 C. B. Hedgcock; calling 227-1700; or e-mailing disserv@nmu.edu. Reasonable and effective accommodations and services will be provided to students if requests are made in a timely manner, with appropriate documentation, in accordance with federal, state, and University guidelines.