Course Syllabus - Spring 2015

Course Title/Number: Game Development II: 3D/ IST439
Location: Prichard Hall 200
Times: TR, 2:00p – 3:15p
Instructor: Dr. Alice Lin
Office: 346 Old Main
Phone: (304) 696-6418
E-Mail: lina@marshall.edu

Office hours: MW 12:00 - 1:00, 2:15 - 2:45, PH 200
T 3:15 - 3:45, PH 200
MW 2:45 – 3:45, My Office
T 3:45 – 4:15, My Office
Other times by appointment

University Policies:
By enrolling in this course, you agree to the University Policies listed below. Please read the full text of each policy by going to www.marshall.edu/academic-affairs and clicking on "Marshall University Policies." Or, you can access the policies directly by going to www.marshall.edu/academic-affairs/policies/. Academic Dishonesty/Excused Absence Policy for Undergraduates/Computing Services Acceptable Use/Inclement Weather/Dead Week/Students with Disabilities/Academic Forgiveness/Academic Probation and Suspension/Academic Rights and Responsibilities of Students/Affirmative Action/Sexual Harassment

Course Description: From Catalog
Covers state of the art techniques for computer game design and development with an emphasis on the 3D graphics and interaction through practical, example driven approaches of game development.

Textbook:
There will be no required textbooks for the course. Some material will be posted on blackboard and some will be handed out in class.

Credit:
The course is three (3) credit hours. It includes classroom lectures, exams, the project and homework.

Course Student Learning Outcomes and Assessment Measures:

Course student learning outcomes	How students will practice each outcome in this course	How student achievement of each outcome will be assessed in this course
Students should be able to describe the mathematics and algorithms needed for game programming.	In-class lectures, in-class examples, in-class exercises, discussions and presentations.	The quality of student performance on the project, homework and exams.
Students should be able to use the technologies and techniques to create the modern computer games.	In-class lectures, in-class examples, in-class exercises, discussions and presentations.	The quality of student performance on the project, homework and exams.
Students should be able to apply refined programming concepts to game structure and assets to create a functional 3D video game.	In-class lectures, in-class examples, in-class exercises, discussions and presentations.	The quality of student performance on the project, homework and exams.
Students should be able to use professional quality software tools to create object models for use in 3D video games.	In-class lectures, in-class examples, in-class exercises, discussions and presentations.	The quality of student performance on the project, homework and exams.

Grading Policy:
Homework -15%
Project - 30%
Midterm Exam - 15%
Final Exam - 40%

Final letter grades are determined based on the following grading scale:

90-100%	A
80-89%	B
70-79%	C
60-69%	D
Below 60	F

The instructor reserves the right to change these values depending on the overall class performance and/or extenuating circumstances.

Attendance Policy:
Attendance is strongly encouraged. Lecture material will not be reiterated for persons failing to attend a previous session. It is the student's responsibility to meet with instructor to discuss absences due to illness or other reasons. The university attendance policy will apply for excused absences.

Withdrawal Policy:
The University withdrawal policy is followed in this course. The last day to drop an individual course for the Spring Semester is March 27, 2015.

Course Schedule:
Please note this is a ***tentative*** schedule. The instructor reserves the right to make changes as appropriate based on the progress of the class.

Week	Start date	Topics, Due dates
1	1/12	Syllabus, Introduction
2	1/19	Martin Luther King, Jr. Holiday, Game Design
3	1/26	Game Design
4	2/2	3D Math
5	2/9	3D Math
6	2/16	Rendering Pipeline
7	2/23	Rendering Pipeline (Homework 1 due)
8	3/2	Midterm Exam
9	3/9	3D Math
10	3/16	Spring Break, Classes dismissed
11	3/23	Texturing (Homework 2 due)
12	3/30	3D Math
13	4/6	Lighting
14	4/13	Camera
15	4/20	Present your project
16	4/27	Dead Week (Project due)
17	5/4	Final Exam