SISP 1305 M1 Internet Games Development for Beginners

Course Description
The course will give students experience in building multimedia game projects for the web. Areas covered include audio, images, web page design, and game programming. No previous experience is needed in programming, or in any of the other things covered in the course. This course takes a very “hands on” approach, with the course taught in a computer lab.

Topics
Students will build their own internet games in the course. The lessons and labs will prepare them for the final project, which students will demonstrate to the class on the last day. 5 labs are included in the lesson plan throughout the 2 week course:
- Lab 1: Graphics
- Lab 2: Game Intelligence
- Lab 3: Improved Graphics & Intelligence
- Lab 4: Game Development & Audio
- Lab 5: Advanced Game Techniques

Grading Scheme
- Attendance of lectures and labs (21%)
- Marked labs (34%)
  - 3 labs will be marked, but only the best 2 will be counted towards the final grade
- 1 group project, with demonstrations (45%)

[Topics and grading schemes are subject to change as deemed appropriate. Students will receive information and guidelines in class on how they will be assessed for the course.]

Instructor
Prof David ROSSITER
Prof Rossiter is an Associate Professor in Engineering Education in the Department of Computer Science and Engineering at HKUST. He has received a number of awards related to teaching at HKUST, including awards for Best Instructors for Master Degree, School of Engineering Teaching Excellence and its Distinguished Teaching Award, Best 10 Lecturers and Excellence in Teaching Innovation. Prof Rossiter uses real-life examples and interactivity to promote creativity in his classes. In 2014, this course received the highest overall rating of all courses, as evaluated by the students. Approachable, patient, and encouraging to students, Prof Rossiter is also one of the most well-received course instructors.