SISP 1305 M2 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
Dr Gibson LAM
Dr Lam a Lecturer in the Department of Computer Science and Engineering at HKUST. Received his PhD degree in Computer Science and Engineering from HKUST in 2012, he has been teaching a handful number of computer science courses. His courses are well received by HKUST students and received few awards at HKUST Community. The recent one would be the Best Teaching Award in the Master of Science Program in Information Technology. In 2014 and 2015, he has been nominated as one of the Best Ten Lecturers. His research interests include Multimedia Web Services, Internet Technologies, IT in Education and Computer Graphics. And he is the co-creator of the Gong Project and the NanoGong Voice Applet.