

# CS4984/CS5984 Video Game and Interactive Media

## 1. Introduction

In order to reflect both the growing cultural and economic importance of the Video Game industry and the increasing demand for courses in Interactive Media, we plan to provide a new course in Spring semester 2008, focusing on video game software system programming, collaborative game/story design and digital media creation.

The course will be co-taught by faculty members from Computer Science and Art. This project oriented course will provide a collaborative environment involving student teams made up of both engineering students and art students.

The software development platform is Microsoft XNA and the hardware platform is XBOX360.

## 2. Objective

- Provide an overview of video game software systems, both game engine and game content pipeline.
- Let students be familiar with basic game programming techniques and module design patterns.
- Simulate a real game industry working environment by organizing large project team and encouraging communications between engineers and artists.
- Attract more female students to the course by providing more social games as course example project.

## 3. Course schedule and structure

We will schedule one lecture meeting and two lab meetings per week for the course. Students also have access to the Video Game and Interactive Media Lab (McBryde 124) between lectures and lab meetings. The Lab is equipped with 15 XBOX360 development stations, which include Windows-based PCs, XBOX360s and 24 inch HDTVs.

During the lecture meeting, we will give overviews on standard process, work flow and project management for producing video games. We will also cover the architecture of a game engine system and game content pipeline. Art students will focus on game design with story boarding and 3D game content creation.

Students will be evaluated based on class presentations, group activity assignments, milestone reports for the group project and the final result of the project.

