CS 179n: Graphics and Electronic Games

Syllabus

Spring 2024

General

- Discussion: Friday 5:00-5:50 PM, Student Success Center 308
- Lab A: Wednesday 3:00-5:50 PM, Chung 139
- Lab B: Tuesday 3:00-5:50 PM, Chung 143
- Website: `http://www.cs.ucr.edu/~craigs/courses/2024-spring-cs-179n/index.html`

Instructor

- Craig Schroeder
- Office: WCH 309
- Office Hours: after discussion or by appointment
- Email: `craigs@cs.ucr.edu`

Teaching Assistant

- Chen Zhao
- Office: WCH 227
- Office Hours: TBD
- Email: czhao078@ucr.edu

Course Summary

This course covers the planning, design, implementation, testing, and documentation of a graphics- or electronic game-related system. Incorporates using techniques presented in previous related courses. Emphasizes professional and ethical responsibilities; the importance of security and privacy; the need to stay current on technology; and its global impact on economics, society, and the environment.

Website

The course website contains all of the information that you should need about the class, including a schedule for all of the major elements of the course. All materials will be posted there, including details on projects.

Projects

This course is centered around a project, which students will complete in teams of 5 (with teams of 4 as needed). In this course, students typically create a game as their project, though other projects options may

be considered by the instructor. The project has a number of deliverables due throughout the quarter: team information, project description, project proposal, weekly scrum sheet submissions, three project demos during lab, final report, short video showing game play, and assessment of individual contributions. Details of the project and its deliverables are available on the class webpage.

Presentation

Each team is responsible for a technical presentation to be given during the discussion section. Students are also expected to participate in the discussion following each presentation.

Labs

This course has weekly three-hour labs. Labs in weeks 5, 8, and 10 will be used for project demos. The remaining lab time is set aside for teams to work on their projects. Lab attendance is required.

Grading

Your grade will be computed according to the grading scheme below.

- (10%) Discussion participation
- (10%) Technical presentation
- (80%) Project
  - (5%) Features/Proposal
  - (15%) Demo 1 - Lab 5
  - (15%) Demo 2 - Lab 8
  - (20%) Demo 3 - Lab 10
  - (5%) Report and Video
  - (20%) Individual Contribution

Academic integrity

Your group projects are expected to be original. You must clearly document use of all external tools and resources, including software, geometry, assets, etc. You must comply with all licenses and copyright restrictions, and adhere to attribution guidelines. Please familiarize yourself with the campus academic integrity policy: `https://conduct.ucr.edu/policies/academic-integrity-policies-and-procedures`.