

CS179N: Graphics and Electronic Games

1 Logistics

Professor: Tamar Shinar

Discussion: Fridays, 11:00am-11:50am, Zoom (link on ilearn)

Office hours: TBA

TA: Jason Goulding

TA Office hours: TBA

Lab (022): Tuesdays, 11:00 AM - 01:50 PM, Zoom (link on ilearn)

Lab (021): Fridays, 02:00 PM - 04:50 PM, Zoom (link on ilearn)

Course website: <https://www.cs.ucr.edu/~shinar/courses/cs179n>

2 Course catalog description

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 need to stay current on technology; and its global impact on economics, society, and the environment.

3 Course learning goals

The learning goals for the course are the following:

- Learn to work in a small team to deliver a significant project in a fixed window of time.
- Deepen your knowledge and experience in a specific area of graphics (e.g., rendering, simulation, games).
- Gain awareness of the broader societal impacts of and the issues surrounding electronic games and other computer graphics applications.

4 Discussion Plan

Each team is responsible for a technical presentation to be given during the discussion section. The technical presentation consist of two parts:

1. **Presentation (18 min).** Each team chooses a technical topic related to their project and gives a presentation about it during the discussion.
2. **Discussion (5 min).** In order to facilitate the group discussion after the presentation, the team needs to prepare a two questions related to the topic to pose to the audience.

5 Attendance and Etiquette

Attendance at discussions and labs is required and counts for part of your participation grade. One unexcused absence from discussion is permitted without penalty. Otherwise, if you cannot make a discussion or lab, please email the instructors ahead of time explaining why you cannot attend. No recording is permitted.

6 Assessment

You will be assessed on the following:

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

7 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 which can be found here:

<https://conduct.ucr.edu/policies/academic-integrity-policies-and-procedures>.