CBM003 ADD/CHANGE FORM

1. Department: COSC  College: NSM
2. Person Submitting Form: D.Hill/Johnson  Telephone: 3-3256
3. Course Information on New/Revised course:
   - Instructional Area / Course Number / Long Course Title:
     COSC / 4358 / Introduction to Interactive Game Development
   - Instructional Area / Course Number / Short Course Title (30 characters max.)
     COSC / 4358 / INTRO TO INTERACTIVE GAME DEV
   - SCH: 3.00  Level: SR  CIP Code: 1102020006  Lect Hrs: 3  Lab Hrs: 0
4. Justification for adding/changing course: To provide for new discipline areas
5. Was the proposed/revised course previously offered as a special topics course? ☑ Yes ☐ No
   If Yes, please complete:
   - Instructional Area / Course Number / Long Course Title:
     COSC / 4397 / Introduction to Interactive Game Development
   - Content ID: 16876  Start Date (yyyy3): 20073
6. Authorized Degree Program(s): BS
   - Does this course affect major/minor requirements in the College/Department? ☑ Yes ☐ No
   - Does this course affect major/minor requirements in other Colleges/Departments? ☑ Yes ☐ No
   - Are special fees attached to this course? ☑ Yes ☐ No
   - Can the course be repeated for credit? ☑ Yes ☐ No
7. Grade Option: Letter (A, B, C ...)  Instruction Type: lecture ONLY  (Note: Lect/Lab info. must match item 3, above.)
8. If this form involves a change to an existing course, please obtain the following information from
   the course inventory: Instructional Area / Course Number / Long Course Title
   _____ / _____ / _____
   - Start Date (yyyy3): _____  Content I.D.: _____
9. Proposed Catalog Description: (If there are no prerequisites, type in "none").
   Cr: 3. (3-0). Prerequisites: COSC 4370. Description (30 words max.): Team development of interactive
   video games on state-of-the-art devices.
10. Dean’s Signature: ___________________________ Date: 11 Oct '07
    Print/Type Name: ___________________________
I. Course

A. Catalog Description

Cr. 3. (3-0). Prerequisites: COSC4370 and consent of instructor.

B. Purpose

This course will introduce some basic techniques fundamentals (theories and practices) of interactive game development in PC and XBOX 360 environments. The game development involves learning Microsoft XNA and C#, as well as basic modeling, texture techniques and animation.

II. Course Objectives

Upon completion of this course, students will be able to:

1. Familiar with modern game development tools, including Microsoft C# and XNA programming.
2. Learned how to work on complex projects as a team player.

III. Course Content

- Week 1: Introduction to game development
- Week 2: How to build a game
- Week 3: XNA graphics programming and shaders
- Week 4: Animation mechanism and character movement
- Week 5: Texturing your game and add skies and horizons
- Week 6: Index buffers and combining Images for better visual effects
- Week 7: 3D models, score tracking and game statistics
III. Course Structure

The first half of the course consists of lectures; the second half consists of student presentations on laptops and XBOX 360s.

IV. Textbooks

Book:

V Course Requirements

A. Reading Assignments
   Textbook.

B. Written Assignments

C. Projects (as needed)
   Each student must work on an individual project, and 2-4 students are teamed up to work on a final project, including a final presentation and a written final project report (6-8 pages) for each final project.

D. Exams (as needed)
   No midterm and final exams

VI. Evaluation and Grading

   o No midterm and final exam
   o Homework 15%
Individual project 30%
Final Project 45%
Participation/attendance of the class 10%

The following rule (for the total score students get) is applied to give final grades:

>=85    A
80-84   A-
75-79   B+
70-74   B
65-69   B-
60-64   C
< 60    D

Policy on grades of I (incomplete): Something about incompletes should be included in all syllabi.

VII. Consultation

<table>
<thead>
<tr>
<th>Prof. Olin Johnson</th>
<th>Office Hours: T-Th 03:00-05:00 p.m. at 596-PGH</th>
</tr>
</thead>
<tbody>
<tr>
<td>Computer Science Department</td>
<td></td>
</tr>
<tr>
<td>University of Houston</td>
<td></td>
</tr>
<tr>
<td>596 - Philip G. Hoffman Hall</td>
<td></td>
</tr>
<tr>
<td>Tel. 713-743-3343</td>
<td></td>
</tr>
<tr>
<td>Email: <a href="mailto:johnson@cs.uh.edu">johnson@cs.uh.edu</a></td>
<td></td>
</tr>
<tr>
<td>URL: <a href="http://www2.cs.uh.edu/~johnson2">http://www2.cs.uh.edu/~johnson2</a></td>
<td></td>
</tr>
</tbody>
</table>

VIII. Bibliography

Book:

Whenever possible, and in accordance with 504/ADA guidelines, the University of Houston will attempt to provide reasonable academic accommodations to students who request and require them. Please call 713-743-5400 for more assistance.