679 day 1

Web page
Michael
→ each other

Class format

over scheduled not 3×75 (ISO on orange) ↓ virtual guest lectures

group project time ← everyone is free
not strictly 2×75

participation how to keep score
how to make sure you're long (without exams)

assignments → read / think / find

small projects 1-2 weeks, in pairs

big project: group completeness and follow-through

Pedagogical Goals

Graphics 2 ← stuff we don't get to in 559

× 2 (theme elsewhere)

→ focus on stuff relevant to games

pro: I can teach it, lots want it, useful stuff beyond games
cons: class is not × 2, other stuff

Preparation for Games Jobs → EA stuff

Project Experience

pro: missing in curriculum

cons: not my expertise, easy to fail, direct...

Game Design → Experience engineering

pro: fun, interesting, no rec until now

cons: others do it better, learn together / class is gym
Little of Each:
AI, Audio, Software Engineering, Networking, Parallel Computing...

Pros: each is important to games
Cons: some people know stuff already.
I don't know some things
unsatisfying (to get tasks)

Plan & Game Design - grounding for why
Technical topics - cherry pick
enough depth to be interesting
skew towards what I can teach

Crazy idea: prototyping / web deployment

Idea: what is games tech useful for

Topics: Flushing
Game Design / Aesthetics

Cool Stuff Blog