

DPA 4820 / DPA 6820
Design & Implementation of Video Game Modules
Spring 2015
Syllabus

Instructor

Dr. Sophie Joerg
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656-0538
Office hours: Friday 4pm-5pm
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Class Meeting Times

TR 11am-12:15pm, Academic Success Center 302.

Goals, Objectives, Topics

This course introduces students to the design and implementation of video game modules. Students will learn about algorithms and patterns related to game programming. As a specific example, students will design and implement a mod of the game *The Elder Scrolls V: Skyrim*. Further topics for the course might include game engine architecture, game design, virtual characters, 3D user interfaces (input and output), graphics algorithms, animation/motion capture, serious games, perception, artificial intelligence, virtual reality, or further related topics.

Tentative Grading Policy

Final grades will be based on exercises, small projects, a mid term exam, class participation, and a final exam for 4820. Additionally, students in 6820 are required to give a talk.

4820		6820	
Homework and small projects	35%	Homework and small projects	30%
Main project	35%	Main project	30%
Mid term	10%	Talk	10%
Final exam	10%	Mid term	10%
Class participation	10%	Final exam	10%
		Class participation	10%

Letter grades will be based on a 10-point scale. These ranges may be changed somewhat, but only to your advantage.

Class Cancellation

Students are expected to wait for 15 minutes after the beginning of class before leaving if the instructor is late.

Materials

The Elder Scrolls V: Skyrim, Bethesda Softworks, 2011. (PC version or PC download, required)

Jason Gregory, *Game Engine Architecture*, A K Peters/CRC Press, 2nd Edition, 2014.
(optional)

Attendance

Attendance is not mandatory. However, many studies have found that the factor that contributes the most to success in a course is class attendance. Also, it is hard to participate when you are not present.

Grading

All questions about grading must be submitted in writing, and placed under the door of my office within three (3) weekdays of the day that the graded material is returned. The instructor reserves the right to grade your entire exam.

Academic Integrity

As members of the Clemson University community, we have inherited Thomas Green Clemson's vision of this institution as a "high seminary of learning." Fundamental to this vision is a mutual commitment to truthfulness, honor, and responsibility, without which we cannot earn the trust and respect of others. Furthermore, we recognize that academic dishonesty detracts from the value of a Clemson degree. Therefore, we shall not tolerate lying, cheating, or stealing in any form. In instances where academic standards may have been compromised, Clemson University has a responsibility to respond appropriately to charges of violations of academic integrity.