

Course Number

CSC-245-01

Course Description

This course surveys the field of computer science from the perspective of computer games. Topics explored include: rendering of graphics to a screen, implementation of realistic simulation, use of artificial intelligence in games, handling user input, game physics, collaborative development. Final course project is a complete computer game.

Academic Term

22/FA

Instructor

Rieffel, John

Location & Meeting Time

Olin Building-107+ M/W/F 08:00AM-09:05AM LEC

Petition

Y

Credits

1.00

Capacity

24

Total Students

20

Additional Information

<http://cs.union.edu>

Interdisciplinary Programs

Science, Medicine & Tech in Cu

Academic Department

Computer Science

Field Of Study

Computer Science (CSC)