**Syllabus**

**COEN 396 Interactive Multimedia and Game Programming**  
**Department of Computer Engineering**  
**Santa Clara University**

Dr. Ming-Hwa Wang  
Phone: (408) 822-0294  
Email address: mwang2@cse.scu.edu  
Course website: http://www.cse.scu.edu/~mwang2  
Office Hours: Tuesday & Thursday 9:00-9:30pm

**Course Description**

Game engine and architecture, game data structures and algorithms, window game programming, 2D and 3D programming, scripting and parsing, massively multiplayer online real-time games, p2p networking, game mathematics and physics, artificial intelligence game techniques, interactive multimedia, etc.

**Prerequisites**


**Required Textbooks**

2. "AI for Game Developers", by David M. Bourg and Glenn Seemann, O'Reily, 2004

**References**

2. "Game Coding Complete, 2nd Edition", by Mike McShaffry, Paraglyph, 2005
4. "Killer Game Programming in Java", by Andrew Davison, O'Reilly, 2005
5. "Beginning Mobile Phone Game Development", by Michael Morrison, Sams, 2004

**Grading Policy**

Course grade is determined based on the total score (maximum 1000 points + up to 200 optional bonus points for extra work) from:
1. Final exams of 300 points. Makeup exams (must have a very good reason for makeup) are much different than normal exams.
2. One Programming assignment of 100 points (late penalty: 20 points/day.) Makeups are more difficult too.
3. A group (prefer 2 people in a team) programming term project of 600 points (late penalty: 140 points/day.) No makeup is allowed.
4. Bonus assignments including submission (10 points), presentation and participation (190 points, very subjective, but mostly based on presentation skill and questioning). No late work accepted for bonus assignments.
5. Class average targeted at B+.

<table>
<thead>
<tr>
<th>Table 1: Grade-score table</th>
</tr>
</thead>
<tbody>
<tr>
<td>1000</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>1200</td>
</tr>
</tbody>
</table>

**Course Schedule** (Tuesday & Thursday 7:10pm-9:00pm)

<table>
<thead>
<tr>
<th>Table 2: Course Schedule</th>
</tr>
</thead>
<tbody>
<tr>
<td># week</td>
</tr>
<tr>
<td>-------</td>
</tr>
<tr>
<td>1</td>
</tr>
<tr>
<td>2</td>
</tr>
<tr>
<td>3</td>
</tr>
<tr>
<td>4</td>
</tr>
<tr>
<td>5</td>
</tr>
<tr>
<td>6</td>
</tr>
<tr>
<td>7</td>
</tr>
<tr>
<td>8</td>
</tr>
<tr>
<td>9</td>
</tr>
<tr>
<td>10</td>
</tr>
<tr>
<td>11</td>
</tr>
</tbody>
</table>

**Reminder**
• No cheating, and no register complaint without talking to me first.
• No incomplete. Due date for withdraw is March 17.
• No sit-in or audit the class except formally registered.
• Read files under /home/mwang2/tips for help.
• Handouts, assignments, and solutions will be posted on the web. You should check the class web site at least once a week. You are responsible for printing and bring the handout to the class.
• Put a cover page posted my website on top of each of your submitted written/hardcopy assignment.
• Office hours are 9:00pm-9:30pm after each lecture.

**Honor Code**

All students taking course in the school of engineering agree, individually and collectively, they will neither give nor receive unpermitted aid in examinations or other course work that is to be used by the instructor as a basis of grading.

**Disability Accommodation Policy:**

To request academic accommodations for a disability, students must contact Disability Resources located in The Drahmann Center in Benson, room 214, (408) 554-4111; TTY (408) 554-5445. Students must provide documentation of a disability to Disability Resources prior to receiving accommodations.