Video Game Design
CS4700/FMA4001

Fall 2007

Course Background

Prof Gabrielle Allen, Prof Stephen Beck

http://www.cct.lsu.edu/~gallen/Teaching/Fall2007_3999_GameDesign/
Primary Instructor

- Jason Leigh
- Associate Professor of Computer Science
- Director of Electronic Visualization Laboratory (EVL)
- University of Illinois at Chicago
Instructor of Record CS4700

- Gabrielle Allen
- Associate Professor of Computer Science
- Asst Dir for Computing Applications, CCT
- Louisiana State University
- Email: gallen@cct.lsu.edu
- AIM: gridrebel
Instructor of Record FMA4001

- Prof Steven D Beck
- Professor of Music
- Lead Human Social World CCT
- Louisiana State University
- Email: sdbeck@cct.lsu.edu
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Instructor

- Shalini Venkataraman
- Research Scientist
- Center for Computation & Technology
- Email: shalini@cct.lsu.edu
- AIM: Svenkataraman05
Project Manager

- Dr. Stacey Simmons
- Director, Baton Rouge Digital Industries Consortium
- Center for Computation & Technology
Technical Guru (LSU)

- Ravi Parachuri
- IT Manager, CCT
Video Guru (LSU)

- Daniel Eiland, CCT

Assisted by
Ian Wesley Smith
Game Lab

- Kevin Kolz, Software & Controller setup
- Matt Eastman, Phil Ponson, Matt Kemp
Course Structure

- There is no coursework for the class, all of the grade is for class participation and the final project.
- Projects will be team based, teams will be established next week.
- Lectures will be available on the course web page. Check the web page and schedule regularly.
- Make sure you check your mail!
- Class mail list: gamestudents@cct.lsu.edu
Office Hours

- Office hours: *(Frey Building, Room 320)*: 10.30am - 2pm.
- Good time to be here to work on your projects
- Shalini and Kevin will be around for tech issues.
- Dr Allen and Dr Beck will not be there all the time but will be “on call”.

Equipment

- ~ $100
- Bluetooth USB
- Nunchuk
- Sensor Bar
- Wii Remote
- Optional - Charging Station
Game Lab

- Here in Frey in the Imaginarium (walk by now)
- Only available during school hours
- Five workstations (windows)
- Two laptops for demo’s
- Five Nanchuks, Remotes, Sensor Bars
- Couple of copies of the textbook
This Week

- Start working to connect wiimote to your PC
- Start brainstorming game ideas using the template on the web page
- Start thinking about your project teams (2 CS students on each team)
- Fill out the forms we have handed out. Bring them back next week.
- Get familiar with the web pages, mainly the ones at EVL ... look at the past games.