

INTRO TO GAME PROGRAMMING CSAT 2315

Spring 2022

Instructor:	Tim Fielder	Time:	MWF 09:00 – 09:50
Email:	tlfielder@gmail.com	Place:	BAB 302

Office Hours: By Appointment

Textbook: None

Course Description: A course designed to introduce students to programming languages and techniques used in the computer gaming industry. This course serves as the foundation for all other courses in the Gaming Technology concentration.

Grading Policy: You will be asked to generate documentation to demonstrate your ability to communicate. There will be two projects, one individual and one group. Your performance of these tasks will determine your grade. Grades will be posted on Blackboard.