

Computer Science 390
Special Topics, CVE Design
Spring Semester 2007
Syllabus

Professor Mike Litman

Office: S103F

Phone: 262-243-5700 (office)

Instant Messenger: mlitman78 (AIM)

email: Michael.Litman@cuw.edu

Office Hours: MWF 1:00 - 2:00 pm, TR noon - 1:00pm, or by appointment

CSC 390, Section 1 meets in S118B MWF 3:10-4:00pm

CSC 390 – CVE Design affords the student the experience of thinking about representing real life virtually in terms of function rather than appearance. This is not a graphics course. It is a course whose focus is on the various hurdles that must be overcome to accurately represent real life virtually.

Prerequisite or Corequisite: CSC 300

3 credit hours

Texts

-CS department web server: <http://www.cs.cuw.edu/csc/csc370>

-Brookshear, *Computer Science: An Overview*, 8th Edition, Addison-Wesley, 2006

-Mud Game Programming (ISBN: 1592000908)

Objectives

At the conclusion of this course, you will have implemented a collaborative virtual world and overcome several of the relating issues.

Attendance

Attendance is expected at every class meeting. If you are not present in class, an absence will be recorded on the official attendance form. Excessive absences can result in a failure for the class; missing 6 or more class periods will result in a course failure unless prior arrangements have been made.

Grading (15% midterm exam, 15% final exam, 70% homework/projects)

90 - 100 percent = A range

80 - 89 percent = B range

70 - 79 percent = C range

60 - 69 percent = D range

less than 60 percent = F

CUW grades with + and - letter grades. Scores in the top two percentage points of any range will receive a plus while scores in the bottom two points of any range will receive a minus.