COMP: Enhancement (Year 2)

# 1: Revision

#### These slides are online...

On the "BSc Computing for Games Course Page", under "COMP Enhancement (Year 2)"

## Agenda

- ► Library resources
- ► Referencing
- ► Beamer
- ▶ ???

Library resources

#### Library catalogue

http://library.fxplus.ac.uk/

#### Web proxy

Insert .ezproxy.falmouth.ac.uk at the end of the
domain name (before the /)

### **ACM Digital Library**

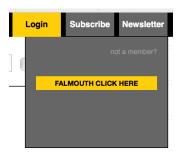
http://dl.acm.org.ezproxy.falmouth.ac.uk/

#### **IEEE Xplore**

http://ieeexplore.ieee.org.ezproxy.falmouth.ac.uk/

#### **GDC Vault**

http://www.gdcvault.com.ezproxy.falmouth.ac.uk/



#### Ethics of paywalls

- ▶ Is it ethical for publishers to charge for access to publicly-funded academic research?
- ► Many journals offer free open access
  - Some high quality, some low quality...
- Many authors put papers on their personal websites
  - Some publishers allow this, others turn a blind eye
- Sites like sci-hub aim to be a "Pirate Bay for papers"

## Referencing

#### IEEE referencing style

https://www.york.ac.uk/integrity/ieee.html

### BibTeX entry types

```
https://en.wikibooks.org/wiki/LaTeX/Bibliography_
Management#BibTeX
```

#### **Beamer**

```
\documentclass{beamer}
\usetheme { Copenhagen }
\title{Beamer Example}
\author{Ed Powley}
\date{\today}
\begin { document }
\maketitle
\begin{frame}{Hello world!}
    \begin{itemize}
        \item Point 1 \pause
        \item Point 2
    \end{itemize}
\end{frame}
\end{document}
```