
Subject: ICS 169A - Schedule for the rest of the quarter

From: Dan Frost (frost@ics.uci.edu)

To: ICS-169A-F14@classes.uci.edu;

Date: Monday, November 17, 2014 11:22 AM

Here's the schedule - please read the footnotes (*1, *2,etc.) as well!

	Tuesday	Thursday
Week 7	Blizzard Mentors	Lecture *1
Week 8	Team meetings	Thanksgiving
Week 9	Blizzard Mentors *2	Team Meetings
Week 10	Frost meetings *3	Frost meetings *4
Finals	Blizzard Mentors *5	

*1 - This lecture is targeted to programmers. All are welcome to attend, but non-programmers are excused.

*2 - The format of the Dec. 2 mentor meetings will be that three groups of three teams each (TBA) will have about 20 minutes per team to present their game prototypes, which will then be played by the mentors. Make sure you bring to class (in DBH) a playable prototype on at least two computers.

*3 - I'll meet with 4 or 5 teams during the lecture period, probably in SH 174.

*4 - I'll meet with 4 or 5 teams during the lecture period, probably in SH 174.

*5 - The course final exam period is Tuesday, Dec. 16, 4:00pm - 6:00pm. During that time each team will make a presentation to the class and the mentors. About 10 minutes per team. In DBH 6011.

Thanks,

--Dan Frost