

**Class Information:**

Time / Room: Section01: M/W 9:00-11:15am in ATC256      Section02: M/W 12:00-2:15pm in ATC255  
 Instructor: **Jason Witherell** (Office: **ATC313**)  
 Instructor Office Hours: **M-R 8:15am-9am** and **W 2:30-3:30pm**, or by appointment  
 Instructor Email: **jwitherell@shawnee.edu**  
*I generally check email ~ once per day M – F (sometime between 8am and 5pm)*  
 Instructor Phone: **740-351-3113** (I don't check my voicemail)

**Course Goals / Learning Outcomes:** *Upon completion of this course, you should...*

1. *Be an* intermediate programmer in C++
2. *Be able to* work in a team using version control and agile programming methodologies
3. *Have finished* a simple, but functional game engine and at least one tech demo in that engine.

**Catalog Description:**

This class is a continuation of ETGG 3801. ETGG 3802 classroom and lab activities focus upon the creation of a custom programmed 3D engine that encompasses advanced 3D engine features such as physics modeling, special effects, sound effects, and advanced I/O and interface routines.

**Grading:**

*Your grade will be based entirely on lab assignments.* This is the heart of this course. I'm planning on about one-half to two-thirds of the class to be INDIVIDUAL<sup>1</sup> work, and then the latter part will be group work. I reserve the right to give quizzes or even exams if a large portion of the class seems to be mis-understanding key concepts. If we do, these will count as a homework grade.

**Grading Scale:**

Percentage	94-100	90-94	87-90	84-87	80-84	77-80	74-77	70-74	67-70	64-67	60-64	0-60
Grade	A	A-	B+	B	B-	C+	C	C-	D+	D	D-	F

**Attendance:**

Will be taken. While we're in "individual" mode, you can decide if you want to attend or not – attendance won't directly affect your grade. If you miss, you are still responsible for everything you missed. To get an extension on a lab, you need written documentation of an excused absence. Once we are in group-mode, attendance will heavily affect your grade.

**ADA statement:**

Any student who believes s/he may need an accommodation based on the impact of a documented disability should first contact a Coordinator in the Office of Accessibility Services, Hatcher Hall, 740-351-3106 to schedule a meeting to identify potential reasonable accommodation(s). Students are strongly encouraged to initiate the accommodation process in the early part of the semester or as soon as the need is recognized. After meeting with the Coordinator, students are then required to meet with their instructor's during the instructor's office hours to discuss their specific needs related to their disability. The accommodation letter will be sent to the instructor and student via e-mail prior to the semester start date. Any questions regarding the accommodations on the letter should be addressed to the Coordinator of Accessibility Services. If a student does not make a timely request for disability accommodations and/or fails to meet with the Coordinator of Accessibility Services and the instructor, a reasonable accommodation might not be able to be provided.

**A few more Resources if you need help:**

- Lindsay Monihen (MAS 132), CPS Advisor: academic crises, financial aid questions, transferring, etc.
- Dean of Students Office (UC 222): resolution of academic and non-academic resources.
- Student Ombudsperson, John Whitaker (ADM 140): help with appeals, complaints
- Adam Miller (department chair): problems with faculty, signing forms, etc.

<sup>1</sup> And I do mean individual. Cheating has become an increasing problem over the last 3 years. Don't share *\*any\** code with other students. Helping them debug their code is OK, but if you're giving away any code, you run the risk of getting caught.

**Important Dates** (The cutoff time is typically 4pm on the date listed)

- 1/13/2020 (M): Classes start
- 1/17/2020 (F): Last day to add a class on MySSU
- 1/20/2020 (M): Martin Luther King Jr. Day – UNIVERSITY CLOSED
- 1/24/2020 (F): Last day to add with Instructor + Dean permission (after this, an appeal is required)
- 1/31/2020 (F) – 2/2/2020 (Su): Global Game Jam (Game Jam III) – BONUS PTS!
- 2/2/2020 (Su): Last day to drop w/ 50% refund (no refunds after this)
- 2/27/2020 (Th): Progress reports available on MySSU (SA, UN1, UN3, UN5, UN7)
- 3/2/2020 (M) – 3/6/2020 (F): Spring Break
- 3/16/2020 (M) – 3/20/2020 (F): GDC (San Francisco) – BONUS PTS!
- 3/18/2020 (W): Last day to drop (after this, an appeal is required)
- 3/30/2020 (M): Registration starts for Fall 2020 and Summer 2020
- 4/7/2020 (T) – 4/9/2020 (Th): ECGC (North Carolina) – BONUS PTS!
- 4/?/2020 (F) – 4/?/2020 (Su): Game Jam IV (final date TBD) – BONUS PTS!
- 4/24/2020 (F): Last day of class
- Finals Week
  - 4/29/2020 (W) 8:00-9:50am (ETGG3802.01)
  - 4/27/2020 (M) 12:00-1:50pm (ETGG3802.02)
  - 4/30/2020 (Th) 8:00-9:50am (ETEC2101.02)
  - 4/28/2020 (T) 12:00-1:5pm (ETEC2101.01)
  - 4/30/2020 (Th) 2:00-3:50pm (ETGG1802.01)