

Lecturer: Qi Yu
Office Hours: By Appointment
Y312, qi.yu@uni-konstanz.de

Linguistic Gaming with Python
Wintersemester 2022/23

Date	Topic	Reading Materials
28.10.2022	Overview	Dawson Chapter 1
04.11.2022	Variables, Concatenation, Strings	Dawson Chapter 2
11.11.2022	If-elif-else, While Loops	Dawson Chapter 3
18.11.2022	For Loops, Indexing/Slicing, Tuples	Dawson Chapter 4
25.11.2022	Tuples, Lists	Dawson Chs. 4&5
02.12.2022	Dictionaries, Hangman's Game, Functions	Dawson Chapter 5 Hammond 5.1–5.3 (Zacharski Chapter 2.4)*
09.12.2022	CONSOLIDATION WEEK Look at NLTK and Pygame yourself	Hammond Appendix A
16.12.2022	File I/O, split, Internet Data and Unicode	Hammond 4.3–4.4 (Zacharski Chapter 3.2) Hammond 8.1–8.3, 8.5–8.8
23.12.2022	NO COURSE Information for final project will be given	
13.01.2023	GUI and Pygame	Sweigart Chapter 2
20.01.2023	Class Objects	Hammond Chapter 9 (Kinsley & McGugan Ch. 2)
27.01.2023	Regular Expressions	Hammond Chapter 6
03.02.2023	Final Project: Information Session	
10.02.2023	Final Project: Development	

* Brackets = not obligatory.

For Credit for the Course:

- Please register yourself for exam on ZEuS between **December 01, 2022** and **January 15, 2023!**
- Weekly assignments (50%) and final project (50%): In order to receive credit for the course, each part must receive a pass grade. The final project is due on **March 10, 2023.**

Literature:

- Bird, Steven, Ewan Klein and Edward Loper. 2009. *Natural Language Processing with Python*. O'Reilly.
<http://www.nltk.org/book/>
- Dawson, Michael. 2003. *Python Programming for the Absolute Beginner*. 3rd Edition. Thomson Course Technology.
Available on ILIAS.
- Hammond, Michael. 2020. *Python for Linguists*. Cambridge University Press.
Available via institutional login (Shibboleth):
<https://www.cambridge.org/core/books/python-for-linguists/84236519ADE8F28EFF77E12D277DD3E2>
- Kinsley, Harrison and Will McGugan. 2015. *Beginning Python Games Development: With Pygame*. Apress.
Available via institutional login:
<https://www.oreilly.com/library/view/beginning-python-games/9781484209707/?ar>
- Lutz, Mark. 2013. *Learning Python*. O'Reilly.
Available via institutional login:
<https://www.oreilly.com/library/view/learning-python-5th/9781449355722/?ar>
- Sweigart, Al. 2012. *Making Games with Python & Pygame*.
<http://inventwithpython.com/pygame/>
- Zacharski, Ron. 2004. *Python for Linguists*.
<http://zacharski.org/books/python-for-linguists/>

Links:

- NLTK: <http://www.nltk.org>
- PyGame: <https://www.pygame.org/>