COURSE	Name	: Scenario Management for Immersive Environments
	Code	: EE185652
	Credit(s)	: 2
	Semester	: (Elective Course)

Description of Course

In this course, scenario management for games in an immersive environment is studied which includes interaction between humans and virtual environments, environmental designs that resemble actual and virtual reality to create experiences for users according to the original.

Learning Outcomes

Knowledge

(P01) Mastering the concepts and principles of science in a comprehensive manner, and to develop procedures and strategies needed for the analysis and design of systems related to the field of power systems, control systems, multimedia telecommunications, electronics, intelligent multimedia network, or telematics as a preparation for further education or professional career.

Specific Skill

(KK01) Being able to formulate engineering problems with new ideas for the development of technology in power systems, control systems, multimedia telecommunications, electronics, intelligent multimedia network, or telematics.

General Skill

(KU11) Being able to implement information and communication technology in the context of execution of his/her work.

Attitude

(S09) Demonstrating attitude of responsibility on work in his/her field of expertise independently.

(S12) Working together to be able to make the most of his/her potential.

Course Learning Outcomes

Knowledge

Mastering the concept of immersive environments in games related to assets, actors, virtual environment design and character development.

Specific Skill

Able to explain the concept of relationships between assets, actors and imersive environments to create experiences for users.

General Skill

Able to develop immersive games using input devices such as sensors, video cameras, wiimotes and kinnect.

Attitude

Demonstrating attitude of being responsible for the work in his area of expertise independently.

Working together to be able to make the most of their potential.

Main Subjects

1. Introduction, game study.
2. 3D game programming concept.
3. Building effective game play.
4. Building a Game character.
5. Story writing.
6. Sounds and music for games.
7. Environment, buildings, weather and sky.
8. Casual game

Reference(s)

[1] Erik Bethke, Game Development and Production, Wordware Publishing, Inc., 2003
[2] Chris Crawford, The Art of Computer Game Design
[3] Andrew Rollings and Ernest Adams on Game Design, New Riders Publishing, 2003

Prerequisite(s)

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