



## Course Open to All Students! GEC Credit for BA Degree!

2008-9: Autumn, Winter, and Spring

### CS&E 203

CS&E 203 is designed to be accessible to, and to appeal to, *all* university students. It has *no prerequisite* and is a *GEC course for the BA degree in the “quantitative and logical analysis” category*. It introduces important, general ideas of computational thinking in contexts that especially motivate students with a creative, artistic bent, and are designed to achieve learning outcomes that are useful to a broad audience. Imagination, creativity, and exploration are strongly encouraged as students learn important concepts of computational thinking—which are becoming more and more important in all disciplines and careers. Subject to enrollment considerations, this course is available Au-Wi-Sp quarters.

#### CS&E 203—Computational Thinking in Context: Interactive Animations and Games

Au08: MTWF at 12:30, Call Number: 04403-9, Credits: 4 (1 class + 3 1-hour in-class labs).

The context here is creating interactive games. Three of the four classes per week meet in a computer laboratory, where students learn hands-on while working with a student partner on a creative project involving moving images and playing sounds in response to interactions with the computer’s user (the game player). The fourth weekly meeting is spent discussing various topics concerning how to move images, play sounds, and interact with a human player. Sample assignments include writing a program to create an interesting scene composed from a number of images, to create an interesting animation in which images move around (e.g., bounce off walls), and to create an interesting interaction in which the movement of images and/or the playing of sounds responds to the user’s actions at the keyboard and/or the mouse. The main project involves creating your own game.

For more information, please visit <http://www.cse.ohio-state.edu/~heym/CSE203.html> .

Games!  
How do they work?