



Dmitri A. Gusev

- Video Game Programming for Teens (beginners)

Dmitri A. Gusev is an Associate Professor in Computer and Information Technology (CIT) at Purdue

University College of Technology Columbus. His primary research interests are imaging, graphics, game development, visualization, and computational linguistics. He received his Ph.D. in Computer Science from Indiana University in 1999. More information about Dr. Gusev can be found at <https://tech.purdue.edu/profile/dgusev>

Dr. Gusev will teach a class “Intro to Game Programming”. Below is his course description and requirements.

“Go past game playing to learn the fundamentals of how video games are made! Learn the basics of coding in C#, formulate a game concept, and import 3D objects and animations into Unity, a popular game engine. In Unity, develop a 3D game level and import an animated character into it. Use C# scripting to implement movement and simple actions of the player character. Let’s throw some fireballs and ice bolts! (Warning: Don’t try this at home.)

Age: 13 and up

Previous exposure/experience in programming is not required

Need to bring your own laptop. Any modern laptop meeting system requirements for both

a) Autodesk Maya 2015

<https://knowledge.autodesk.com/support/maya/troubleshooting/caas/sfdcarticles/sfdcarticles/System-requirements-for-Autodesk-Maya-2015.html>

or/and

b) Unity (for development), <https://unity3d.com/unity/system-requirements>