

Do you want to build computer games?

Take Comp 160!

Computer gaming is a vibrant multi-billion dollar industry that offers exciting career opportunities for computer scientists as well as visual artists. The Rice Computer Science department and Pi Studios, a local computer game company (best known for their work on the Call of Duty series)

are offering a full-year program designed to expose Rice students to the theory and practice of computer game creation. This first class, Comp 160, is designed to provide a hands-on introduction to the basic math and programming skills necessary to build computer games. In the last part of Comp 160, student groups will have the opportunity to construct a prototype of an Xbox 360 game of their own design and pitch their game concept to a fall jury consisting of the instructor and two members of Pi Studios.

With the approval of the jury, student groups may then take Comp 460 (*Advanced computer game creation*) in the spring. In Comp 460, each group will add one or two Visual Arts students (supervised by Artist and Professor Karin Broker) and develop a refined version of their proposed game that includes in-game art and a complete user interface. At the end of the semester, each group will demo their games for a spring jury consisting of three members of Pi Studios including John Faulkenbury, Pi Studio's Creative Director. (For Visual Arts students interested in taking Comp 460 as a Visual Arts elective, please contact jwarren@rice.edu for more information.)

Finally, at the discretion of the spring jury, some student groups may then be invited to continue work on their games, mentored by members of PI Studios during the following summer. This mentoring may lead to the game being eventually submitted to an independent games festival such as the IGF, an internship for the students at PI Studios or, in a few cases, the game being pitched by PI Studios to Microsoft for release on Xbox Live Arcade. (Sarah McGee and John Broadway, members of the 2007 Comp 460 class, are currently working with PI Studios to pitch their game to Xbox Live Arcade.)

For more information, visit the Comp 260 webpage (soon to be Comp 160) at www.owl.net.rice.edu/~comp260 or email jwarren@rice.edu.

