

**WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION**

COURSE NUMBER: GMD 316

COURSE TITLE: Game Player Data and Systems

PREREQUISITES: DSN 210

I. MAJOR INSTRUCTIONAL OBJECTIVES:

OBJECTIVE A: Students will create secure data structures that support game functions like storing and retrieving, editing and deletion or stored game data.

OBJECTIVE B: Students will apply existing data structures and API implementations within the context of a game project.

OBJECTIVE C: Web based technologies will be modeled, explored, and evaluated for best fit for use within the game project.

II. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.