Organisational Aspects of the Module Social Gaming

- **Module**: 3h lecture + 3h lab-course / week  
  4 + 6 = 10 ECTS Credits ~ 18 h workload / week  
  → approx. 11 h / week for lab course and 7 h / week for lecture

- 4th semester students: Informatics – Games Engineering, approx. 150 students

- (summer term = 14 weeks); 2014: April 13th.- July 18th.

- **Lab-course**:
  - approx. 25 groups of 6 students work together on first 2 (mandatory) tasks (2 weeks + 8 weeks = 10 weeks)
  - each student may work on an optional third task individually (in the second half of the semester partly in parallel to the second task)

Exam and Grading Schema – Example Cases

- **Social computing student**:
  - written exam 3.0,  
  - no exercise → 3.0

- **Social computing student**:
  - written exam 3.0,  
  - exercise: 1.7 → 0.5 * 3.0 + 0.5 * 1.7 = 2.3
Exam and Grading Schema – Example Cases

- Social computing student:
  - written exam 3.0,
  - no exercise →
  - 3.0

- Social computing student:
  - written exam 3.0,
  - exercise: 1.7 →
  - $0.5 \times 3.0 + 0.5 \times 1.7 = 2.3$

Composition of Teams for Lab-Course

- Students form teams of 6 on their own and register in one of 30 established TUM-Online „Tutorgruppen“ (registration period: from April 15, 16:00 until April 21, 24:00)

- Teams not complete by April 21 24:00 will be pooled together by instructors.

- Teams remain the same throughout lab-course

- Teams should contain at least one (better two) person(s) with Android smart-phone(s). Up to 10 modern Android smart-phones available from instructors

Assignment 2: Implementation of a Mobile Social Game

- Combine spatio-temporal context and short term social context (co-location events) into location-based mobile social game

- Software-elements: Android (Java), Play-Server-Framework (Java), Mongo-DB + spatial extension, Facebook-API

Devices: privately owned mobile devices or Eclipse simulator only

Ideas:
- Scotland Yard
- Personal Mobile Geocaching
- Location Based Dating
- Urban Quiz-taxi

Time Plan Lecture

- Tuesdays: 15:00 – 16:30 (weekly), Interimsraum 1
- Wednesdays: 08:00 – 10:00 (every two weeks, starting in week 2), Interimsraum 1

- Exact dates (planned):
  - Tuesday: April 14, 21, 28; May 1, 8, 12, 19; June: 2, 9, 16, 23, 30; July: 2, 7, 14
  - Wednesday: April 22; May: 6, 13, 27; June: 10, 24; July: 1
Time Plan Lab Course

**Assignment 1:**
Introduction: Wednesday, April 15, 08:00-10:00, Interimshörsaal 1
Solution deadline: Tuesday, May 5, 24:00

**Assignment 2:**
Introduction: Wednesday, April 29, 08:00-10:00, Interimshörsaal 1
Solution deadline: Tuesday, July 7, 24:00

Presentation (each group, mandatory): Wednesday, July 8 (TBA)

**Assignment 3 (optional task == exercise):**
Intro: Wednesday, May 20 08:00-10:00, Interimshörsaal 1
Solution deadlines: 4-5 weekly small (!!!) sheets