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 (summer term = 14 weeks);
  2014: April 07th.- July 12th.
- Approx. 150 students
- Lab-course: approx. 25 groups of 6 students work together on each of 4 tasks (2 + 4 + 3 + 3 = 12 weeks)

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- Lecture of module Social Gaming (IN0036) == lecture Social Computing (IN2241)
- Social Gaming lab-course: only for students of Games Engineering
- Lecture open to all students
- Lectures and lab course assignment introductions will be recorded + made available via Piazza

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Organisational Aspects of the Module Social Gaming

- We will use the E-Learning Web-Platform Piazza for lecture and lab-course:
  http://piazza.com/tum.de/spring2014/in0036in2241
- Lecture + lab-course websites:
  http://www11.in.tum.de/Events/SocialGamingandSocialComputingSS2014
  http://www11.in.tum.de/Veranstaltungen/LabCourseSocialGamingSS2014
Contents of the Lecture

Emphasis on Social Computing:

- Foundations of Social Computing, Social Media, Web2.0, (mobile, decentralized) Social Networking
- Models of social context
- Social games and leisure time related social computing applications on the Web
- Basics of Sociometry: Centrality, dense subnetworks, graph clustering
- Profile mining
- Social Network Visualization (static and dynamic)
- Properties and models of real world networks
- Social relations in space and time
- Basics of Social Signal Processing
- Basics of Game Theory

Learning Targets of the Lecture

- Knowledge acquisition related lecture’s content → ability to read papers in the field, basics for own scientific work in the field (theses)
- Providing basis for creatively transferring ideas from social computing to development and improvement of new social game concepts
- Broadening view on social games, relations to and fuzzy boundaries to other leisure time related (web-) applications

General Exam and Grading Schema

Social Gaming Module (IN0039) (4 + 6 ECTS):

- exam for module ==
  - 40% written exam about lecture („schriftliche Prüfungsleistung“)
  - 60 % 4 assignments from 4 tasks of lab-course („Übungsleistung“)

Social Computing Module (IN2214) (4 ECTS):

- exam for module ==
  - 100% written exam about lecture („schriftliche Prüfungsleistung“)
General Exam and Grading Schema

Social Gaming Module (IN0039) (4 + 6 ECTS):
- exam for module ==
  - 40% written exam about lecture („schriftliche Prüfungsleistung“) +
  - 60% 4 assignments from 4 tasks of lab-course („Übungsleistung“)

Social Computing Module (IN2214) (4 ECTS):
- exam for module ==
  - 100% written exam about lecture („schriftliche Prüfungsleistung“)

Assignments and Reporting for Lab-Course

Assignments and Reporting for Lab-Course

Example:

Exam and Grading Schema Lab Course

- Each group is given a group mark for each of the four assignments
- Each member of the group may receive an upgrade or downgrade from her group’s mark based on the other group member’s reports and her statement of participation in the assignment’s elements resulting in an individual mark \( m_i \) for task \( i \)
- Final mark for the lab course:
  \[
  
  \frac{1}{12} (2 \cdot m_1 + 4 \cdot m_2 + 3 \cdot m_3 + 3 \cdot m_4)
  
  \]
- The four individual marks \( m_i \) will be announced together with the mark for the written exam and may be discussed and justified at the exam review date in July
Exam and Grading Schema Lab Course

- Each group is given a group mark for each of the four assignments.
- Each member of the group may receive an upgrade or downgrade from her group’s mark based on the other group member’s reports and her statement of participation in the assignment’s elements resulting in an individual mark $m_i$ for task $i$.
- Final mark for the lab course:
  \[
  \frac{1}{12} \times (2 \times m_1 + 4 \times m_2 + 3 \times m_3 + 3 \times m_4)
  \]
- The four individual marks $m_i$ will be announced together with the mark for the written exam and may be discussed and justified at the exam review date in July.

Exam and Grading Schema Lab Course

- Criteria for lab course marks:
  - creativity, correctness, completeness, extension
- If an assignment is not submitted at all $\Rightarrow$ only this assignment will receive 5.0; other assignments can still be handed in.
- If only parts of a task are handed in $\Rightarrow$ deductions in mark.
- Final mark must be 4.0 or better to pass the lab course part.

Alternative Company Tasks

- Application Procedure:
  - Send an email with your application (PDF) as attachment to Georg Groh.
  - Subject of the email MUST be: „application for industry task“.
  - Please apply for each industry task separately!
  - Here is a mailto link for the email: MailToGroh

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**Alternative Company Tasks**

- **Time plan for company tasks:**
  
  - **Introduction:** Wednesday, April 9, 8:00-10:00, Interimshörsaal 2
  
  - **Deadline** for applications: Sunday, April 13, 24:00
  
  - **Selection** of groups: until Monday, April 14, 20:00
  
  - **Information** about acceptance: Monday, Monday, April 14, 20:00 via email
  
  - company tasks start immediately

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**Time Plan Lab Course**

- **Assignment 1:**
  
  - Introduction: Wednesday, April 09, 08:00-10:00, Interimshörsaal 2
  
  - Solution deadline: Friday, April 25, 24:00

- **Assignment 2:**
  
  - Introduction: Wednesday, April 23, 08:00-10:00, Interimshörsaal 2
  
  - Solution deadline: Friday, May 23, 24:00

- **Assignment 3:**
  
  - Introduction: Wednesday, May 21, 08:00-10:00, Interimshörsaal 2
  
  - Solution deadline: Friday, June 13, 24:00

- **Assignment 4:**
  
  - Introduction: Wednesday, June 11, 08:00-10:00, Interimshörsaal 2
  
  - Solution deadline: Friday, July 04, 24:00

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**Alternative Company Tasks**

- **Time plan for company tasks:**
  
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