This project provides a clarified and comprehensive understanding of the computing disciplines that allows shared experiences and expertise within and across the community. Distributed Expertise enhances teaching and learning experiences for students of computing and other disciplines in which computational thinking and computing models contribute to a variety of applications. This project is a collaboration of Villanova University, The College of New Jersey (TCNJ) and Virginia Tech and funded by National Science Foundation (NSF).

As the first step of the project a new Game Development course is introduced with collaboration of Villanova University and TCNJ. The course is offered to students of any major and attracted students from majors of Computer Science, Computer Engineering, Psychology, Comprehensive Science, English and Business. Students are divided into teams of 3-4 students and assigned to develop a game using software like game maker, processing, flash and torque etc. All students in the class are designated as Liaisons for the games like Rice, Role Playing Game (RPG), and Super Character’s Name Land (SCNL) and for game developing tools and game engines that are developed at TCNJ. Students learn different game developing software, design and marketing strategies.

These games are available to watch demo, download and play at Villanova Game Development Website:
http://www.csc.villanova.edu/∼tway/courses/csc5930/s2009/games/