



CPATH: Distributed Expertise - Collaborating with Other Disciplines



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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

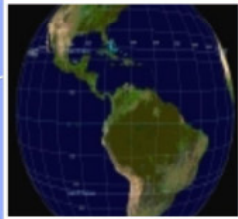
<http://www.csc.villanova.edu/~tway/courses/csc5930/s2009/games/>



Zombie Township
Software: Game Maker



Treasure Hunt
Software: Torque

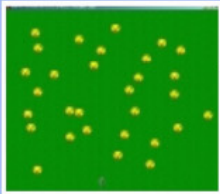


Total World Domination
Software: Processing



Dark GDK

Tank Buster
Software: Game Maker

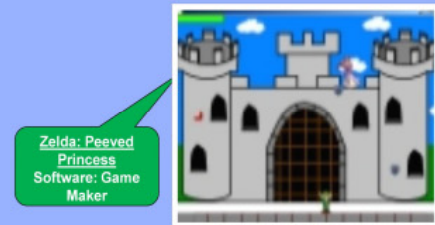


Zombie Infection
Software: Game Maker

Cross Institutional Software Development

Spring 2009 majors:
19 Computer Sci.
1 Comprehensive Sci.
6 Engineering
1 Psychology
1 English
6 Business

Jewel Nabber v.2
Software: Game Maker



Zelda: Peeved Princess
Software: Game Maker

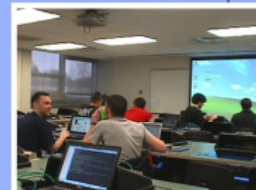


Live Video Conference with TCNJ in Games Class

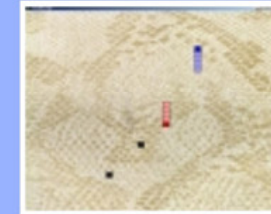


Want to be a game pro? Join in Villanova Games

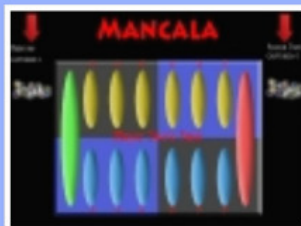
Zombie Nation
Software: Game Maker



In Class, Game Design Workshop



Snake Game
Software: Processing



Mancala
Software: Flash & Action Script



Frogger Extreme
Software: Game Maker

