

Topics in Computer Science
CT 3995

JAN 26 1988

Instructor: TBA
Prerequisites: CS2010, CS2800 and
Permission of the Instructor

Course Content

This course is intended to address the needs of those students wishing to pursue more advanced material and topics than are currently available in existing course offerings. Usually they will have shown interest and aptitude in the specific subject area of their proposed topic. Potential topics areas can and have included: advanced graphics programming relating to game design and implementation, advanced robotics design using sophisticated sensors and programming using subsumption architectural paradigms in order to accomplish complex tasks.

Class Size:

The course which is normally offered as a self-study, project type course, will be restricted to more advanced students, typically third year students. Class size will usually be restricted to a maximum of 3 students.

Class Schedule:

Students will typically meet regularly with the faculty member, either singly or as a group.

Method of Delivery:

These sessions can take the form of lectures, tutorials, oral presentations and project reviews.

Grading:

The faculty member supervising the course will determine specific grading guidelines.

Laboratory:

Space and availability will be arranged as required.

Text:

A textbook will be assigned as required. Additional course readings and relevant research papers will be assigned as needed.