

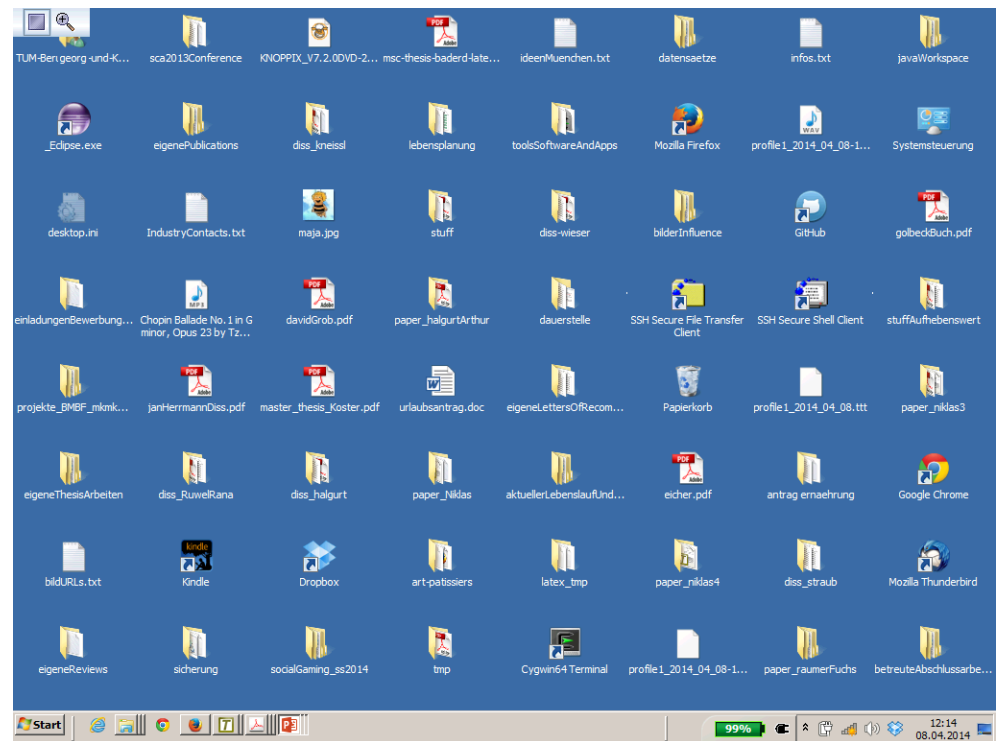
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Organisational Aspects of the Module Social Gaming

- **Module** == 3h lecture + 3h lab-course / week
- 4 + 6 = 10 ECTS Credits \approx 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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Organisational Aspects of the Module Social Gaming

- 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>
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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



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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

Example:

team member #	first name	last name	matrikelnr.	mark for overall contribution quality	mark for overall contribution quantity
1	Horst	Müller	1234567	1.0	1.7
2	Hans	Schmidt	7654321	2.3	4.0
3	Regina	Zapp	9987799	3.7	2.7
4	Georg	Schnitzenpitz	2646758	5.0	5.0
5	Alma	Dellinger	3123434	1.3	1.0
yourself	Thorben	Festl	2323234	2.0	2.3

Assignment Element	Own share of contribution in %
Organization & hosting first	30
team meeting 10.04.	
Design Paper Prototype:	75
Storyboard Quiz	100
UI Screen Login.jpg	100
Storyboard for login	30
procedure	
UIClassSignin.java	10
UIClassSignOut.java	100
ServerClassHandleGeo.java	20
values1.csv	40



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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:

$$1/12 * (2 * m_1 + 4 * m_2 + 3 * m_3 + 3 * m_4)$$

- 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



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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](mailto:georg.groh@tum.de)



Exam and Grading Schema Lab Course

- **criteria** for lab course marks:
creativity, correctness, completeness, extension
- if an assignment is **not submitted at all** → only this assignment will receive 5.0; other assignments can still be handed in
- if only **parts of a task** are handed in → deductions in mark
- final mark must be **4.0 or better to pass** the lab course part



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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



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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