THE COMPUTER SCIENCE SOCIETY
Student Chapter of the ACM

presents

Introduction to 2D Game Programming Workshop by Mark Velez

At: PC Classroom B in ITS Public Computing Labs (West End Building)
On: January 9th, 2006 (Mon) 1:00pm - 3:00pm
     January 11th, 2006 (Wed) 1:00pm - 3:00pm
     January 13th, 2006 (Fri) 1:00pm - 3:00pm
     January 16th, 2006 (Mon) 1:00pm - 3:00pm
     January 18th, 2006 (Wed) 1:00pm - 3:00pm

This will be an intensive 5 day workshop that gets you acquainted with the fundamentals of 2D Game Programming. You will learn by doing and Mark will show you how. All Brooklyn College students with a proficiency in C programming are invited to attend. This functions as a great precursor to CIS 54.1 (Game Programming) if you don't meet the prerequisites. Don't miss out on this great opportunity!

Visit http://www.bcacm.org/~mark for more information and schedule changes

Contact
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