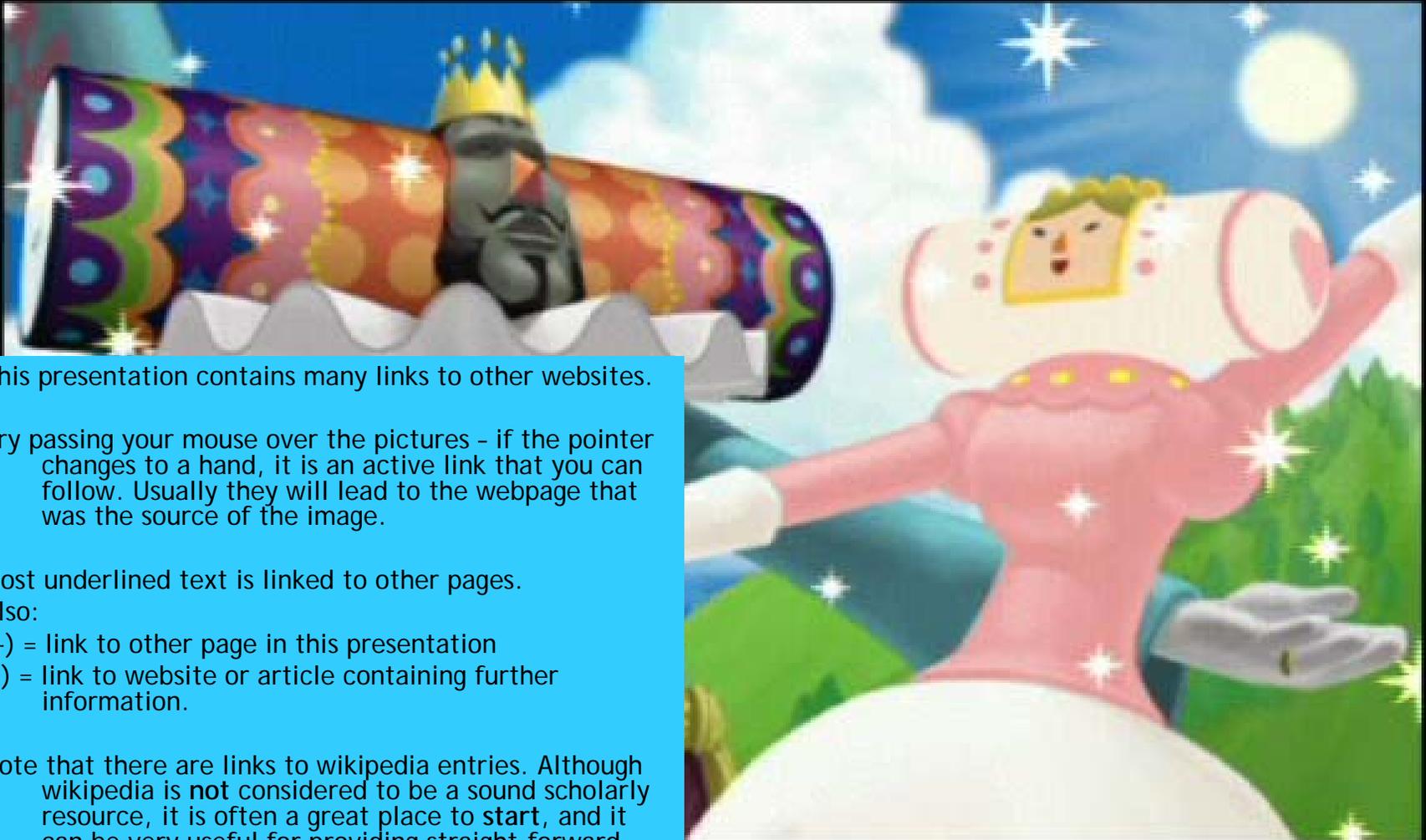# Serious Games
+ Computer Science
= Serious CS

This session focuses on how games can fit into a CS curriculum at various levels and in various ways.

Katrin Becker / J.R.Parker
University of Calgary
October 2007

Notes on presentation accessible online:

This presentation contains many links to other websites.

Try passing your mouse over the pictures – if the pointer changes to a hand, it is an active link that you can follow. Usually they will lead to the webpage that was the source of the image.

Most underlined text is linked to other pages.
Also:

(+) = link to other page in this presentation

(-) = link to website or article containing further information.

Note that there are links to wikipedia entries. Although wikipedia is **not** considered to be a sound scholarly resource, it is often a great place to **start**, and it can be very useful for providing straight-forward and up-to-date explanations, especially of newer technological terms.

Katamari Damacy

Moby Games

Bit of Wild Ride....

Serious Games + Computer Science = Serious CS

Image source: http://home.cfl.rr.com/omniluxe/mtwr.htm

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Ready, Set, GO!!

TONY HAWK'S PRO SKATER

TONY HAWK'S PRO SKATER

TONY HAWK'S PRO SKATER 2

TONY HAWK'S PRO SKATER 3