

## Student Information Sheet

### CS4803DGC Design Game Consoles

Instructor: Hyesoon Kim

Place a photo

**Please print, fill out, and submit this form with a recognizable photograph on Feb. 1, 2010.**

Name: \_\_\_\_\_

email: \_\_\_\_\_

T-square user name :

Program/year: ECE/CS \_\_\_\_\_ Thread \_\_\_\_\_ year

CS2200 (or equivalent): Semester/year completed: \_\_\_\_\_ Instructor: \_\_\_\_\_

Have you ever taken any game programming classes?

Have you ever taken any graphics courses?

Have you ever taken CS4290/CS6290 or equivalent course?

Have you ever programmed CUDA before taking this course?

If yes, fluency level (expert, good, okay, weak, never -- circle one)

Why are you enrolled in this course:

What do you expect to learn from this course:

Do you play games? If yes, how often do you play games and what kind of games?

Do you have game consoles?

What are your education goals beyond the current degree you are working toward:

What are your career objectives as far as you know right now:

Any other comments you would like to make (about anything!):