# Student Information Sheet

## CS4803DGC Design and Programming of Game Consoles
Instructor: Hyesoon Kim

Place a photo

**Please print, fill out, and submit this form with a recognizable photograph on Jan. 28, 2011.**

Name:_____

email: _____

T-square user name :

Program/year: ECE/CS  _____  Thread  _____  year

CS2200  (or equivalent):  Semester/year completed: _____Instructor: _____

Letter grade  _____ Audit  _____

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)

Do you have access to NVIDIA GPU devices (other than the braid lab)?

Do you have a Nintendo DS to use in this class? (this information is just needed for preparing devices for class.)

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!):