

Course Unit	Mathematics for Games	Field of study	Mathematics
Bachelor in	Game Design	School	School of Public Management, Communication and Tourism
Academic Year	2017/2018	Year of study	1
Type	Semestral	Semester	1
Workload (hours)	162	Contact hours	T - , TP 60, PL - , TC - , S - , E - , OT - , O -
		Level	1-1
		ECTS credits	6.0
		Code	8309-414-1102-00-17

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s) Ines Monteiro Barbedo de Magalhaes

Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

1. Read, write and use the language of mathematics fluently
2. Use functions to describe, model and solve real life problems
3. Prove to have achieved knowledge which supports the learning of Computing Science and Visual Art scientific areas

Prerequisites

Before the course unit the learner is expected to be able to:
Understand the use of Mathematics - medium level

Course contents

Introduction to Differential Calculus: Real functions. The derivative of a function and applications. Exponential function. Logarithmic function. Linear Algebra and Analytic Geometry: Matrices. Trigonometry. Vector Calculus. Geometric transformations.

Course contents (extended version)

1. Introduction to differential calculus
 - Real function of real variable Definition of function. Graph of a function.
 - Study of the characteristics of a function: domain, zeros, sign, monotony.
 - Linear, quadratic and rational functions.
 - Absolute and local extrema. Injectivity.
 - Exponential function. Definition and properties. Operation rules.
 - Logarithmic function. Definition and properties. Operation rules.
 - Derivate of a function. Definition and rules. Applications of the derivative.
 - Applications of first and second derivatives. The graph of a function
 - Some topics in physics: acceleration, mass and energy. Newton's laws.
2. Linear Algebra and Analytic Geometry
 - Matrices. Definitions. Operations with matrices and properties.
 - The inverse matrix. Transpose of a matrix.
 - Determinant of a matrix of 1st, 2nd and 3rd order.
 - Trigonometry. Pythagorean trigonometry identity and formulas.
 - Trigonometric relations; remarkable values. Solving triangles.
 - Vectorial calculus. Representing points and vectors in orthonormal reference; a standard vector.
 - Vector operations: addition, scalar product, normalization and polar form.
 - Lines and planes, circles and spheres. Related position. Dot product and cross product.
 - Geometric transformations. Rotation, translation, reflection, scale and projection.
 - Combining transformations.

Recommended reading

1. Dunn, F. & Parberry, I. (2011). 3D Math Primer for Graphics and Game Development. (2nd ed.). A K Peters/CRC Press [ISBN-13: 978-1568817231]
2. Flynt, J. P. & Kodicek, D. (2012) Mathematics and Physics for Programmers (2nd ed.) CENGAGE Learning [ISBN: 1435457331]
3. Stahler, W. (2006). Fundamentals of Math and Physics for Game Programmers. Prentice Hall [ISBN: 0131687425]
4. Trembley, C. (2004). Mathematics for game developers. Thomson Course Technology / Premier Press [ISBN: 159200038X]
5. Barbedo, I. (2017) Apontamentos de Matemática para Jogos, EsACT

Teaching and learning methods

CLASSES AND TEACHING SUPPORT Classes will be fit-oriented to: overcome difficulties; share successes and difficulties; show and explain examples using audio-visual presentations; exploit examples related to case studies; simulate examples using a computer; discuss proposed projects. The student must do previous homework; team working must be encouraged.

Assessment methods

1. Continuous Evaluation - (Regular, Student Worker) (Final)
 - Intermediate Written Test - 40% (1st Assessment: Introduction to Differential Calculus Note: min 5 points in 20 (in class 17/11/2017))
 - Intermediate Written Test - 60% (2nd Assessment: Linear Algebra and Analytic Geometry Note: min 5 points in 20 (day 10/01/2018))
2. Distributed Evaluation - (Regular, Student Worker) (Final)
 - Final Written Exam - 100% (The exam will be divided in two part corresponding to the test of continuous.)
3. Supplementary and Special - (Regular, Student Worker) (Supplementary, Special)
 - Final Written Exam - 100% (Will not be considered any assessments previously performed)

Language of instruction

Portuguese, with additional English support for foreign students.

Electronic validation

Ines Monteiro Barbedo de Magalhaes	Daniel Ribas de Almeida	Vítor José Domingues Mendonça	Luisa Margarida Barata Lopes
26-10-2017	09-12-2017	11-12-2017	19-12-2017