

Steffan Hooper – Auckland University of Technology, New Zealand

Summer School 2022

Where have you come from and what do you teach?

I'm from the [redacted] department in the [redacted] at [redacted] (AUT). I'm the Course Leader and sole lecturer for three courses, COMP710 [redacted], COMP500 [redacted], and ENSE501 [redacted]. This year is coming up to my tenth year teaching these courses at AUT.

COMP710 [redacted] is a third-year course which teaches contemporary programming techniques for game development, where students learn to create video games. Over the semester they design and develop games both individually and in teams, and they also curate a portfolio that showcases their work. This course is often taken by students in their final semester, many of the students want to get into the game development industry, but some also simply want to do a fun elective course and learn about what goes into the development of a video game.

At the other end of the scale, I also teaching the large first year COMP500 [redacted] and ENSE501 [redacted] courses. These are introductory programming courses catering to around 600 students each year who are generally enrolled in our Bachelor of Computer and Information Sciences, Bachelor of Engineering Technology, Bachelor of Mathematical Sciences or Bachelor of Science programmes.ncT [redacted] (f [redacted] E)-204 [redacted] Tw [redacted] The [redacted] (SoPD) offers the

