Teaching Networked (Real-Time) Multiplayer Game Design in CS1/CS2

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Network programming, traditionally considered an advanced topic is usually approached with trepidation and fear by both instructors and students. But languages and tools developed in the last decade have completely taken the gnarl out of a topic that, as we show, can now be easily taught early in CS2 or even late in CS1. Our hands-on tutorial presents a comparative development of a basic real-time networked multiplayer game in Python and in Java. The result is a simple, scalable pedagogical framework, whose outcome is always invigorating and motivational.

Laptop Required