

# Game Programming in Java

June 8 – July 8 (M-F, 12:30 pm – 3:30 pm)  
Highland Heights campus, Griffin Hall  
Home to the College of Informatics



- Introductory Java syntax
- Introductory programming logic (through a first computer science course)
- Concepts of graphical/GUI programming and event-driven programming
- Programming with sounds, images and animation
- Computer game strategies



Who Wants to be a Millionaire  
Space Invaders  
Horse Racing  
Mastermind  
Breakout  
Pong  
Pool  
Tron  
Galaga  
Pacman  
Card games  
Board games  
Mine Sweeper  
Missile Defense

QUESTIONS? Contact:

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For information and to apply: [www.nku.edu/~foxr/workshop](http://www.nku.edu/~foxr/workshop)

Application deadline is May 22, 2015. Early applications will be reviewed by April 24. A fee of \$200 will be charged to attendees. CINSAM has scholarships for applicants who may be unable to pay the workshop fee, see [cinsam.nku.edu](http://cinsam.nku.edu)