

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 *Computer Science and Software Engineering* department in the *School of Engineering, Computer and Mathematical Sciences* at *Auckland University of Technology (AUT)*. I'm the Course Leader and sole lecturer for three courses, *COMP710 Game Programming*, *COMP500 Programming Concepts and Techniques*, and *ENSE501 Programming for Engineering Applications*. This year is coming up to my tenth year teaching these courses at AUT.

*COMP710 Game Programming* 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 Programming Concepts and Techniques* and *ENSE501 Programming for Engineering Applications* 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.

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The *School of Product Design (SoPD)* offers the *Applied*

