

Networking Issues and Solutions in Online Games

Prof. Claudio E. Palazzi¹

¹University of Padua
Department of Mathematics
Email: cpalazzi@math.unipd.it

Timetable: 12 hrs. Lectures on November 2013, Torre Archimede.

Course requirements: Background knowledge of Computer Networks

Examination and grading: Seminar and paper on a subject assigned by the Instructor

SSD: INF/01 - Computer Science

Aim: To introduce students to issues and solutions related to online game networking

Course contents:

1. Introduction to online games
2. Online game architectures
3. Interactivity, scalability, fairness and consistency
4. Network coexistence with other applications
5. Online gaming over ad-hoc networks
6. Cloud-based online gaming
7. Performance measurement