

Networking Issues and Solutions in Online Games

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Timetable: 12 hrs. Lectures in November/December 2014, 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. Online game traffic characteristics
4. Interactivity, scalability, fairness and consistency
5. Network coexistence with other applications
6. Online gaming over ad-hoc networks
7. Cloud-based online gaming
8. Performance measurement