

Networking Issues and Solutions in Online Games

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Timetable: 10 hrs. First lecture on December 16, 2014, 09:30 (dates already fixed, see the calendar), Torre Archimede, Room 1BC/45, except for the lecture of Dec. 19, 09:30, Room 1BC/50.

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