CS 426 Class Matchmaker Survey

Name: _____   **Date:** _____
Email: _____   **Home page:** _____

Student Status

[ ] Freshman; [ ] Sophomore; [ ] Junior; [ ] Senior; [ ] Master's student; [ ] PhD student

What is your major? _____

What Console Video Game Systems do you own?

[ ] PlayStation 2, [ ] Xbox, [ ] Nintendo Gamecube [ ] Playstation 1, [ ] Sega Dreamcast,
[ ] Others – please specify _____
[ ] None

On average how many hours a week do you play Computer, console, or arcade games?

Computer Games: ___; Console Games: ___; Arcade Games: ___

What are the specifications of your primary computer?

Type of computer: [ ] Desktop; [ ] Laptop
CPU Speed: _____
RAM: _____
Graphics card: _____
Operating System (s):   _____
Disk space: _____
Peripherals: [ ] Joystick; [ ] External storage like ZIP or Jazz drive; [ ] CD/RW; [ ] DVD; [ ] DVD/RW

What are your 3 favorite computer, console, or arcade games?

Computer games:
          1. _____
          2. _____
          3. _____
Console games:
          1. _____
          2. _____
          3. _____
Arcade games:
          1. _____
          2. _____
          3. _____

Which computer, console, or arcade games have you most recently played?

Computer game: _____
Console game: _____
Arcade game: _____

What networked games (if any) have you played? _____

What is the oldest computer, console, or arcade game you recall playing?

Computer game: _____
Console game: _____

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Arcade game: _____
Have you tried writing a game before? [ ] Yes; [ ] No – if Yes, what kind of game was it?

_____

Have you taken CS 488 (Computer Graphics I)? [ ] Yes; [ ] No

List all the names of the CS classes you have taken (not the class number, the actual name of the class- e.g. Operating Systems):

     _____
     _____
     _____

If you had a choice of role in a computer game company which one of the following would it be?

[ ] Technical Director – coordinate integration between software and art.
[ ] Project Manager – manage the day to day activities of a game under development.
[ ] Programmer – develops the majority of the code for the games.
[ ] Artist – designs and creates all the visual and audio elements of the game.

What other "skills" do you have outside of computer science that you think would be useful in a video game company? (e.g. able to play a musical instrument):
_____

Have your programmed in BASIC before? [ ] Yes; [ ] No

What 3D modeling package(s) (if any) have you used before? _____

What paint or drawing package(s) (if any) have you used before? _____

Have you designed your own web page before? [ ] Yes; [ ] No

List 3 things you want to learn most from this class?

       1.   _____
       2.   _____
       3.   _____

Why are you taking this class?