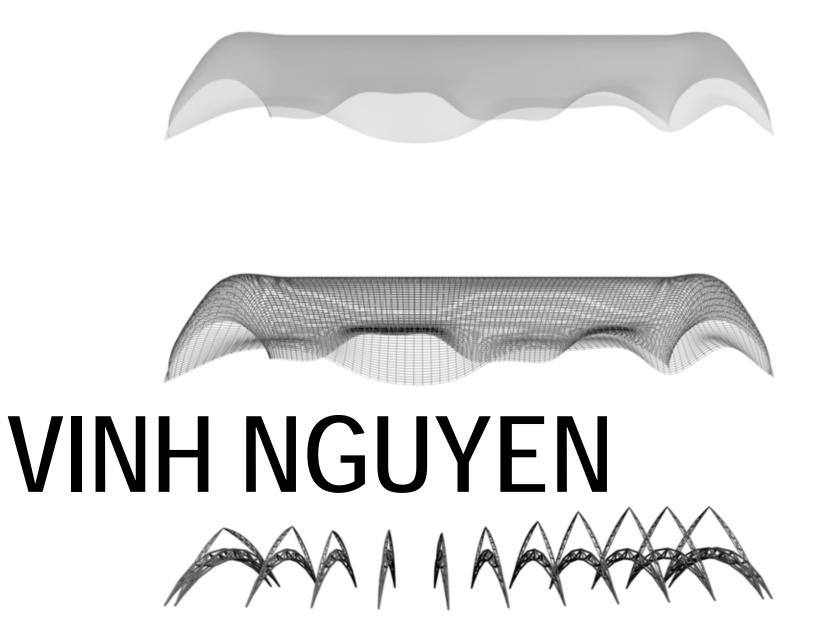


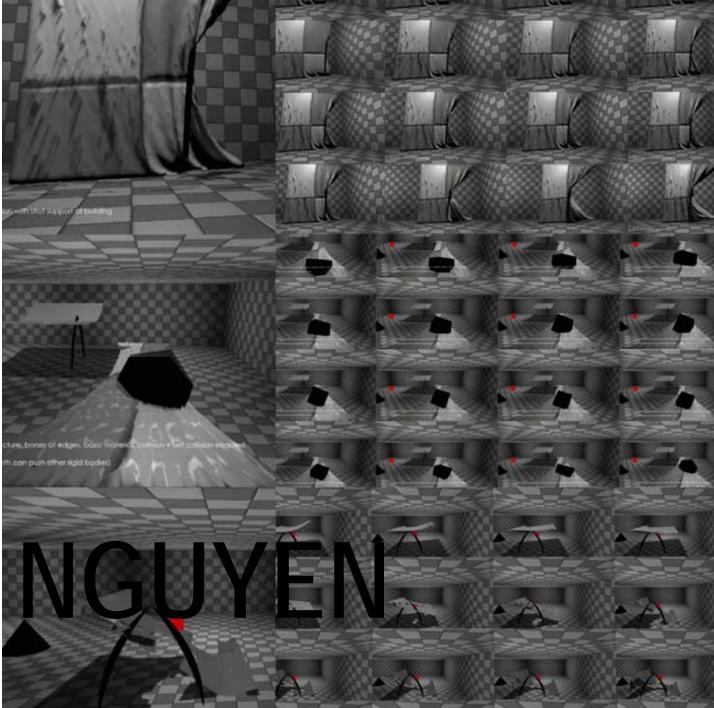
BEFORE WE BEGIN: RULES OF PLAY WHO WE ARE COURSE OUTLINE LECTURES EXPERIMENT ONE BRIEF A NOTE ON THE MEDIA **RULES OF PLAY**

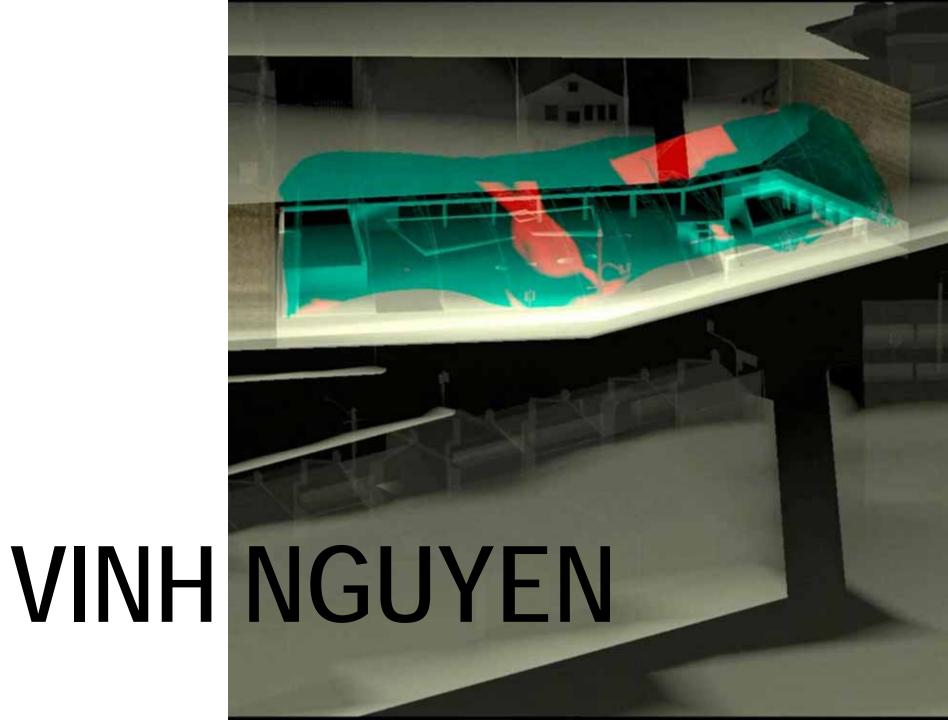
- 1. THE LECTURE WILL BEGIN AT 1PM SHARP.
- 2. IF YOU MISS 3 LECTURES WITHOUT MY PRIOR APPROVAL YOU WILL NOT PASS THE COURSE.
- 3. IF YOU NEED TO SPEAK DURING THE LECTURE NO ONE BESIDES THE PERSON YOU ARE TALKING TO SHOULD BE ABLE TO HEAR YOU. IF I CAN HEAR YOU I WILL ASK YOU TO LEAVE.
- 4. FEEL FREE TO RAISE YOUR HAND AND ASK QUESTIONS DURING THE LECTURE.
- 5. THE STUDIO SESSIONS START AT EITHER 2PM OR 4PM SHARP. RULE 2 APPLIES TO THE STUDIO SESSIONS AS WELL AS THE LECTURES.
- 6. YOUR TUTORS WILL ONLY SPEAK TO YOU IF YOU ARE UP TO DATE (OR HAVE MADE AN HONEST ATTEMPT) WITH THE TASKS YOU HAVE BEEN SET THROUGHOUT THE COURSE.
- 7. WE NEED 4 STUDENT REPRESENTATIVES AND WILL CALL FOR VOLUNTEERS DURING THE FIRST STUDIO SESSION.

WHO WE ARE









4G130B126 36G255B25 JULES CROMARTY

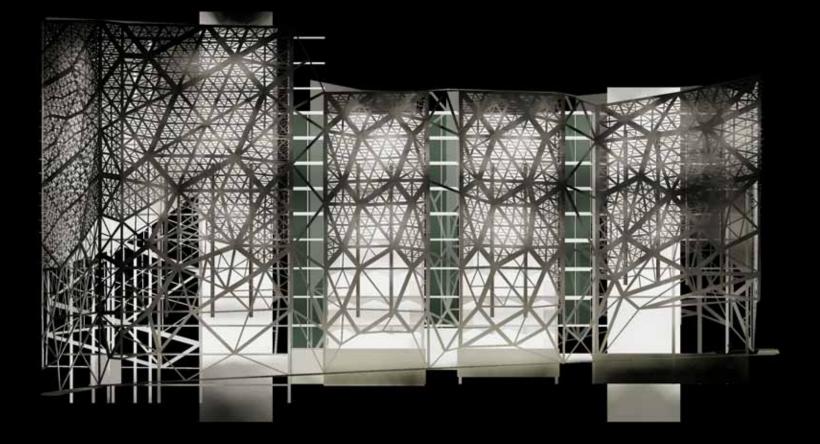
JULES CROMARTY

JULES CROMARTY

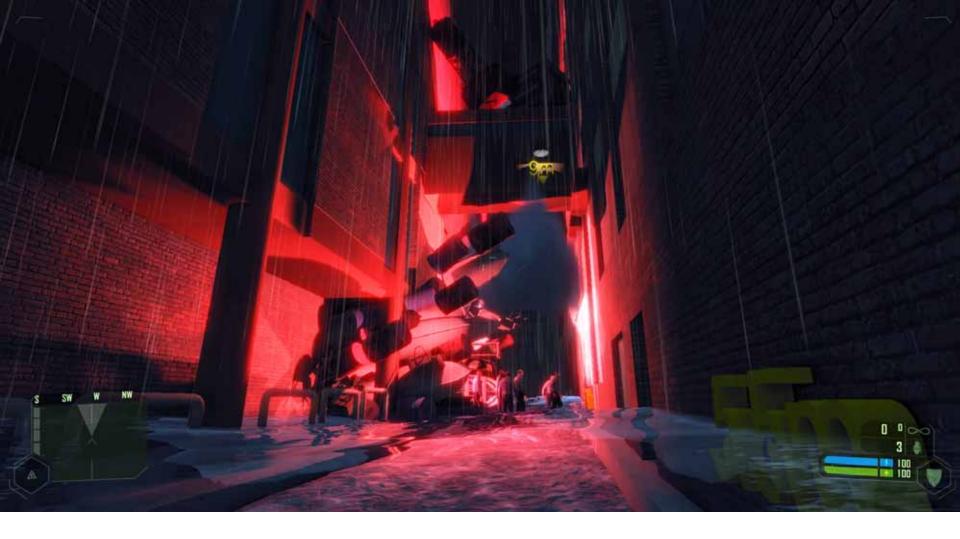


MR WALLACE

MR WALLACE



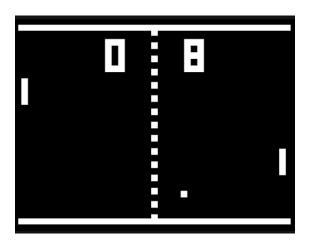
MR WALLACE



RUSSELL LOWE

COURSE OUTLINE WWW.RUSSELLLOWE.COM

LECTURES





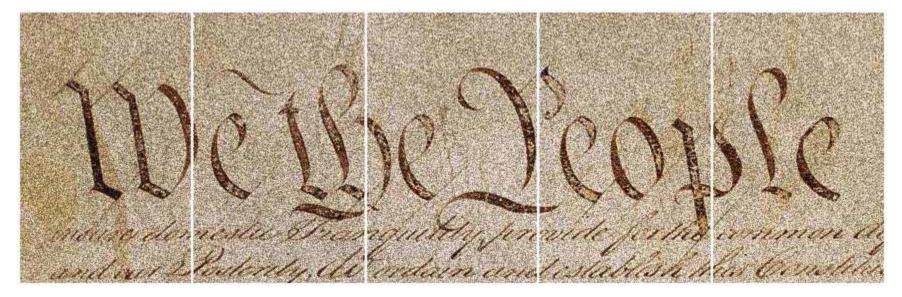


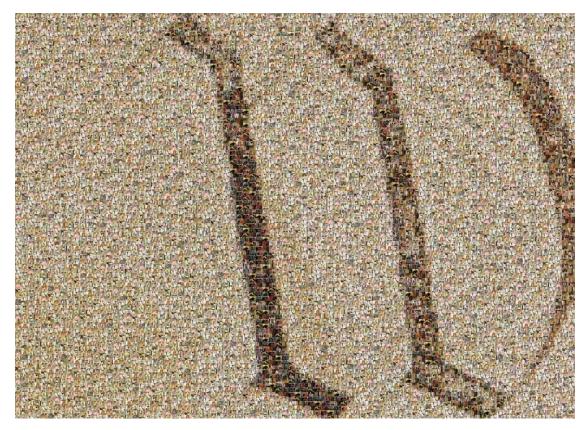
Australian Government

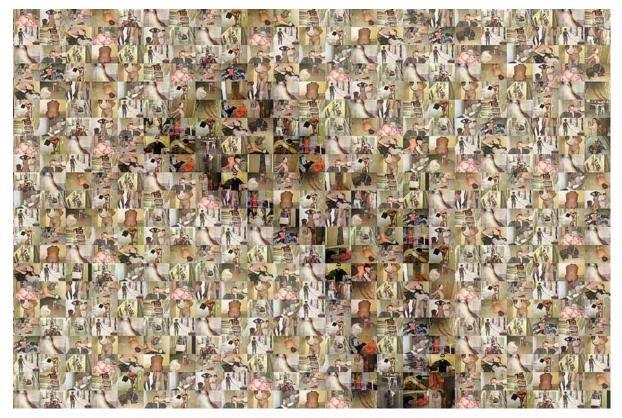
Australian Research Council

PONG-CRYSIS-ARC













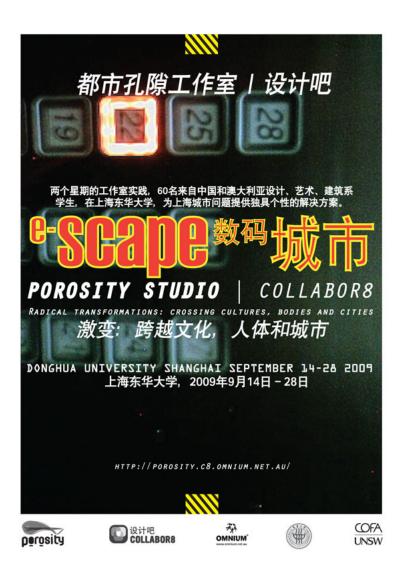
PURE WAR

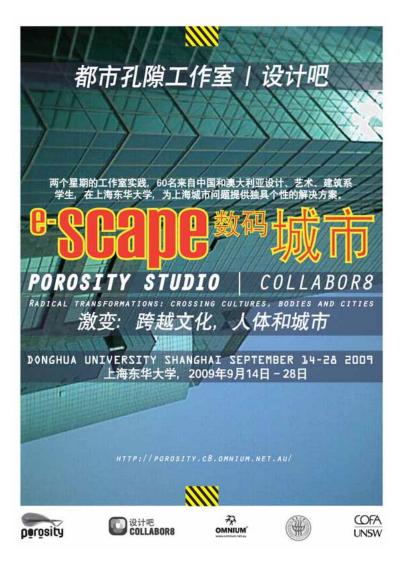
EVACUATION

EVACUATION

RICHARD GOODWIN GUEST LECTURE









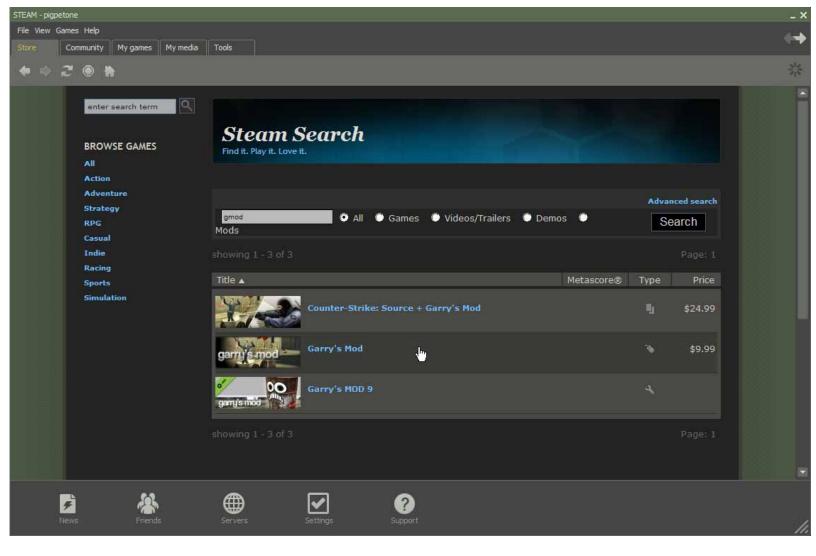
SCULPTING THE STREETS



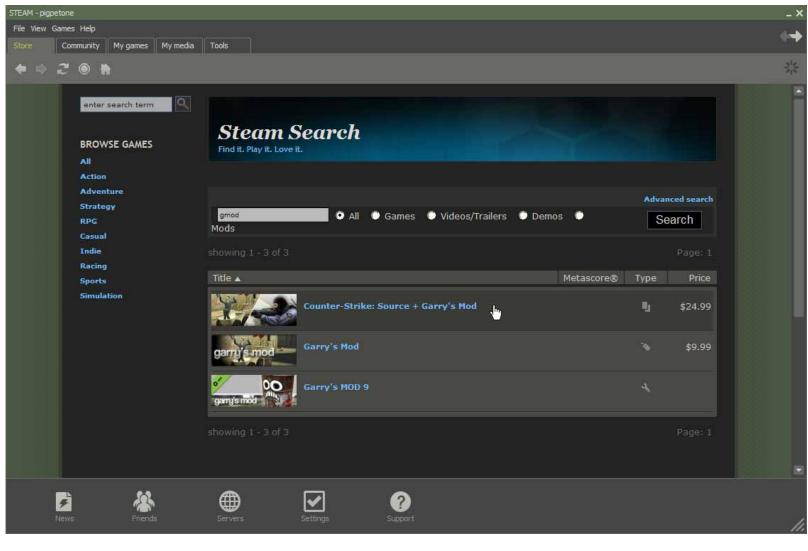
THE MEDIA

UT2004

GNOD – HL2 STEAMPOWERED.COM



GMOD – HL2



GMOD – HL2

UT3









CRYSIS WARS

THE LAB

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QUESTIONS?