

UNDERGRADUATE COURSE DETAILS

Course Title: Logic Games				Code :		Faculty or VS: Faculty of Engineering Programme: Electrical and Electronics Eng.		
Education and Teaching Methods							Credits	
Lecture	Application	Lab.	Project/ Field Study	Homework	Other	Total	Credit T+A+L=Credit	ECTS
28	0	0		42	20	90	2+0+0=2	3
Semester			5	Language			Turkish	
Course Type	Basic Scientific ☐		Scientific ☐	Technical Elective ☐		Social Elective ☒		
Course Objectives	To improve the students in game skills and solving puzzles, which are actually the basics of the science, to improve the approaches to solve the problems, to gain self-confidence and comprehension, having experiences							
Learning Outcomes and Competencies	To be able to use learned logical and mathematical facts to solve problems and to get results, to be able choose the best by comparing the situations, to understand the concept of strategy and to be able to make the best decisions							
Textbooks and /or References								
ASSESSMENT CRITERIA								
Theoretical Courses				Project Course and Graduation Study				
	If any, mark as (X)	Percent (%)		If any, mark as (X)	Percent (%)			
Midterm Exams	X	40	Midterm Exams					
Quizzes			Midterm Controls					
Homework			Term Paper					
Term Paper, Project Reports, etc.			Oral Examination					
Laboratory Work			Final Exam					
Final Exam	X	60	Other					
Other								
Week	Subjects							
1	0-1 logic, nonograms, colored nonograms							
2	Slitherlink, electing impossible							
3	Trial and error, details							
4	Understanding trial and error tree							
5	Light-up game							
6	Similar games and general game logic							
7	Sudoku							
8	Kakuro							
9	Difficulty levels							
10	Game construction							
11	Computers and game construction							
12	Adopting the games to computer, understanding the methods of making computer solve							
13	Chess basics and tips							
14	Rubik cube							
Instructor/s	Y. Doç. Dr. A.Hakan SELÇUK							
e-mail	ahakanselcuk@windowslive.com							
Website	http://eee.balikesir.edu.tr/							

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