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Office Hours: Tuesday 2-3 or by appointment

Linguistic Gaming with Python
Wintersemester 2014

Date	Topic	Notes/Exercises
24.10.	Overview, First Exercises	Dawson Chapter 1
31.10.	Variables, Concatenation, Strings	Dawson Chapter 2
07.11.	While Loops, If-elif-else	Dawson Chapter 3
14.11.	For Loops, Indexing/Slicing, Tuples	Dawson Chapter 4
21.11.	Tuples, Lists I	Dawson Chapters 4&5
28.11.	Lists, Dictionaries, Hangman's Game	Dawson Chapter 5
05.12.	File I/O, split, stop lists, Functions	Zacharski Chs. 3&4
12.12.	NLTK Intro	Bird et al.
19.12.	GUI and Pygame	Sweigart Ch. 2
09.01.	Unicode, Regular Expressions	(Kalouli)
16.01.	Project Development	
23.01.	Class Objects	McGugan Ch. 2
30.01.	Project Development	
06.02.	Project Development	
13.02.	Project Development	

For Credit for the Course:

Exercises (50%) and project work (50%). In order to receive credit for the course, each part must receive a pass grade.

A collection of material and links can be found here:

ling.uni-konstanz.de/pages/home/butt/teaching

Literature:

- Bird, Steven, Ewan Klein and Edward Loper. 2009. *Natural Language Processing with Python*. O'Reilly.
- Dawson, Michael. 2003. *Python Programming for the Absolute Beginner*. Thomson Course Technology.
- Lutz, Mark and David Asher. *Learning Python*. O'Reilly.
- McGugan, Will. 2007. *Beginning Game Development with Python and Pygame: From Novice to Professional*. Apress.
- Sweigart, Al. 2012. Making Games with Python & Pygame.
<http://inventwithpython.com/pygame/>
- Zacharski, Ron. 2004. *Python for Linguists*.
<http://www.zacharski.org/python/index.html>