# COURSE DETAIL

| MULTI-PLATFORM GAME DEVELOPMENT |
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| **Country**<br>United Kingdom - England |
| **Host Institution**<br>University of London, Queen Mary |
| **Program(s)**<br>University of London, Queen Mary |
| **UCEAP Course Level**<br>Upper Division |
| **UCEAP Subject Area(s)**<br>Computer Science |
| **UCEAP Course Number**<br>157 |
| **UCEAP Course Suffix** |
| **UCEAP Official Title**<br>MULTI-PLATFORM GAME DEVELOPMENT |
| **UCEAP Transcript Title**<br>GAME DEVELOPMENT |
| **UCEAP Quarter Units**<br>6.00 |
| **UCEAP Semester Units**<br>4.00 |

**Course Description**

This course covers the fundamentals of game development in a multi-platform (consoles, PC, Web, and mobile devices) environment. The course focuses on development of 3D games, covering all aspects of game development: the game loop, math, physics, audio, graphics, input, animations, particle systems, and artificial intelligence. This course has a strong programming content, required for laboratories and assignments. The practical aspects are taught using a popular game development platform.

**Language(s) of Instruction**
English

**Host Institution Course Number**
ECS657U

**Host Institution Course Title**
MULTI-PLATFORM GAME DEVELOPMENT

**Host Institution Course Details**
https://www.qmul.ac.uk/postgraduate/taught/coursefinder/courses/computer-games-...

**Host Institution Campus**
Queen Mary

**Host Institution Faculty**

**Host Institution Degree**

**Host Institution Department**

**Course Last Reviewed**
2023-2024

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