

COURSE DETAIL

MULTI-PLATFORM GAME DEVELOPMENT

Country

United Kingdom - England

Host Institution

University of London, Queen Mary

Program(s)

University of London, Queen Mary

UCEAP Course Level

Upper Division

UCEAP Subject Area(s)

Computer Science

UCEAP Course Number

157

UCEAP Course Suffix**UCEAP Official Title**

MULTI-PLATFORM GAME DEVELOPMENT

UCEAP Transcript Title

GAME DEVELOPMENT

UCEAP Quarter Units

6.00

UCEAP Semester Units

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 Campus

Queen Mary

Host Institution Faculty

Host Institution Degree

Host Institution Department

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