COURSE DETAIL

GAMES AND GRAPHICS PROJECT

Country
New Zealand

Host Institution
Victoria University of Wellington

Program(s)
Victoria University of Wellington

UCEAP Course Level
Upper Division

UCEAP Subject Area(s)
Computer Science

UCEAP Course Number
159

UCEAP Course Suffix

UCEAP Official Title
GAMES AND GRAPHICS PROJECT

UCEAP Transcript Title
GAMES&GRAPHICS PROJ

UCEAP Quarter Units
12.00

UCEAP Semester Units
8.00

Course Description

Students work in a multidisciplinary team to develop a game or graphics system up to release quality. The course brings together practical development and theoretical analysis to ensure students know both how to make games and how to assess them.

Language(s) of Instruction
English

Host Institution Course Number
CGRA359

Host Institution Course Title
GAMES AND GRAPHICS PROJECT

Host Institution Course Details
https://www.wgtn.ac.nz/courses/cgra/359/2024/offering?crn=36030

Host Institution Campus

Host Institution Faculty
The School of Engineering & Computer Science

Host Institution Degree

Host Institution Department

Course Last Reviewed
2024-2025

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