

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 Campus

Host Institution Faculty

The School of Engineering & Computer Science

Host Institution Degree

Host Institution Department

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