

# COURSE DETAIL

## COMPUTER GAMES

**Country**

Japan

**Host Institution**

International Christian University

**Program(s)**

International Christian University

**UCEAP Course Level**

Upper Division

**UCEAP Subject Area(s)**

Computer Science

**UCEAP Course Number**

121

**UCEAP Course Suffix****UCEAP Official Title**

COMPUTER GAMES

**UCEAP Transcript Title**

COMPUTER GAMES

**UCEAP Quarter Units**

2.50

**UCEAP Semester Units**

1.70

## Course Description

This course provides an overview of the history and technological evolution of computer games, experience related technologies and project planning. Furthermore, it studies VR (Virtual Reality) and AR (Augmented Reality) technologies and addresses the future of computer games.

The course covers the following topics:

- History of computer games
- Technologies of computer games
- Academic research of computer games
- Hardware of entertainment system
- Computer graphics
- Motion capture system
- Virtual reality
- Augmented Reality, etc.

## Language(s) of Instruction

Japanese

## Host Institution Course Number

ISC351J

## Host Institution Course Title

COMPUTER GAMES

## Host Institution Course Details

<https://campus.icu.ac.jp/public/ehandbook/PreviewSyllabus.aspx?regno=11221&year...>

## Host Institution Campus

International Christian University

## Host Institution Faculty

## Host Institution Degree

**Host Institution Department**

Information Science

**Course Last Reviewed**

2023-2024

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