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 Campus
International Christian University

Host Institution Faculty

Host Institution Degree

Host Institution Department
Information Science

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