COURSE DETAIL

COMPUTER GAME DESIGN AND PROGRAMMING

Country
Hong Kong

Host Institution
University of Hong Kong

Program(s)
University of Hong Kong

UCEAP Course Level
Upper Division

UCEAP Subject Area(s)
Computer Science

UCEAP Course Number
111

UCEAP Course Suffix

UCEAP Official Title
COMPUTER GAME DESIGN AND PROGRAMMING

UCEAP Transcript Title
GAME DESIGN&PROGRAM

UCEAP Quarter Units
5.00

UCEAP Semester Units
3.30

Course Description

The course examines various topics in computer game design. The course begins with an introduction to game history and design; user interface, devices, and effect for game; and an industry visit. It then covers 2D and 3D game, platform and team, and software organization. Topics include: types of game, game platforms, design of game, 3D model and kinematics, rendering techniques, collision detection, project management, AI, UI, sound effects, and networking.

Language(s) of Instruction
English

Host Institution Course Number
COMP3329

Host Institution Course Title
COMPUTER GAME DESIGN AND PROGRAMMING

Host Institution Campus

Host Institution Faculty

Host Institution Degree

Host Institution Department
Computer Science

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