

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 Course Details

Host Institution Campus

Host Institution Faculty

Host Institution Degree

Host Institution Department

Computer Science

Course Last Reviewed

2023-2024

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