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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