

# COURSE DETAIL

## FUNDAMENTALS OF COMPUTER GAME DESIGN AND DEVELOPMENT

**Country**

Germany

**Host Institution**

CIEE, Berlin

**Program(s)**

The Berlin Experience

**UCEAP Course Level**

Upper Division

**UCEAP Subject Area(s)**

Computer Science

**UCEAP Course Number**

110

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

FUNDAMENTALS OF COMPUTER GAME DESIGN AND DEVELOPMENT

**UCEAP Transcript Title**

CP GAME DESGN & DEV

**UCEAP Quarter Units**

4.50

**UCEAP Semester Units**

3.00

## Course Description

This course introduces both computer game design and development. It includes important computer design concepts and fundamentals to create electronic games using C# and Unity. Students manage paper and digital prototyping, design iteration, and user testing. They also use game scripting and programming, including computer graphics and animation. The audience for this course includes current and aspiring game designers and those interested in all principles of the game creation process. Students from different locations share observations for a multinational/multicultural perspective.

## Language(s) of Instruction

English

## Host Institution Course Number

CMPS 1002

## Host Institution Course Title

FUNDAMENTALS OF COMPUTER GAME DESIGN AND DEVELOPMENT

## Host Institution Course Details

<https://ciee.file.force.com/sfc/dist/version/download/?oid=00Di0000000ddow&ids=...>

## Host Institution Campus

CIEE Berlin

## Host Institution Faculty

## Host Institution Degree

## Host Institution Department

## Course Last Reviewed

2024-2025

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