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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