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 Campus
CIEE Berlin

Host Institution Faculty

Host Institution Degree

Host Institution Department

Print