COURSE DETAIL

MODERN COMPUTER GAMES

Country
Canada

Host Institution
McGill University

Program(s)
McGill University

UCEAP Course Level
Upper Division

UCEAP Subject Area(s)
Computer Science

UCEAP Course Number
121

UCEAP Course Suffix

UCEAP Official Title
MODERN COMPUTER GAMES

UCEAP Transcript Title
MDRN COMPUTER GAMES

UCEAP Quarter Units
8.00

UCEAP Semester Units
5.30

Course Description

This course examines the genre and history of games. It covers basic game design, storytelling and narrative analysis, game engines, design of virtual worlds, real-time 2D graphics, game physics and physical simulation, pathfinding and game AI, content generation, 3D game concerns, multiplayer and distributed games, and social issues.

Language(s) of Instruction
English

Host Institution Course Number
COMP 521

Host Institution Course Title
MODERN COMPUTER GAMES

Host Institution Campus

Host Institution Faculty

Host Institution Degree

Host Institution Department

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