

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 Course Details

<https://www.mcgill.ca/study/2024-2025/courses/comp-521>

Host Institution Campus

Host Institution Faculty

Host Institution Degree

Host Institution Department

Course Last Reviewed

2024-2025

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