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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