COURSE DETAIL

GAME DEVELOPMENT
Country Ireland
Host Institution University College Dublin
Program(s) University College Dublin
UCEAP Course Level Upper Division
UCEAP Subject Area(s) Computer Science
UCEAP Course Number 165
UCEAP Course Suffix
UCEAP Official Title GAME DEVELOPMENT
UCEAP Transcript Title GAME DEVELOPMENT
UCEAP Quarter Units 5.00
UCEAP Semester Units 3.30

Course Description

The course provides an introduction to the essentials of computer game development. The process of development by small independents, even single individuals, shares important features with development by large companies: innovation, creativity, storyboarding, software development, testing, deployment, and (sometimes) marketing. Topics include the economic importance of the computer game industry; common genres of games; the development of game software using specialized tools which promote rapid development through their integration of numerous prepackaged components; techniques for representing objects in 2-dimensional and 3-dimensional space, and determining whether they collide; techniques for equipping non-player characters with AI; techniques for producing special effects; gamification, that is, the provision of enjoyably game-like experience to promote education or customer loyalty or other purposes.

Language(s) of Instruction
English

Host Institution Course Number
COMP30540

Host Institution Course Title
GAME DEVELOPMENT

Host Institution Course Details
https://hub.ucd.ie/usis/!W_HU_MENU.P_PUBLISH?p_tag=MODULE&MODULE=COMP30540

Host Institution Campus

Host Institution Faculty
School of Computer Science

Host Institution Degree

Host Institution Department

Course Last Reviewed
2024-2025

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