

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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