

# 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](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

[Print](#)