

# 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 Campus

### Host Institution Faculty

School of Computer Science

### Host Institution Degree

### Host Institution Department

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