

# COURSE DETAIL

## FOUNDATIONS OF GAME DESIGN AND DEVELOPMENT

**Country**

Singapore

**Host Institution**

Singapore University of Technology and Design

**Program(s)**

Singapore University of Technology and Design

**UCEAP Course Level**

Upper Division

**UCEAP Subject Area(s)**

Engineering Computer Science

**UCEAP Course Number**

145

**UCEAP Course Suffix****UCEAP Official Title**

FOUNDATIONS OF GAME DESIGN AND DEVELOPMENT

**UCEAP Transcript Title**

GAME DESGN/DEVLPMNT

**UCEAP Quarter Units**

6.00

**UCEAP Semester Units**

4.00

## **Course Description**

This course introduces students to the foundations of game creation and provides an overview of different aspects of game development. Students learn C# Programming (industry standard), starting with console application, then GUI games on various platform with graphics, dialog boxes, and user control. The course includes an overview of topics including game architecture, interface design, graphics for games, audio for games, prototyping and play testing. Students implement their creative gaming ideas by using the latest gaming tools. The course requires students to take prerequisites.

### **Language(s) of Instruction**

English

### **Host Institution Course Number**

50.033

### **Host Institution Course Title**

FOUNDATIONS OF GAME DESIGN AND DEVELOPMENT

### **Host Institution Course Details**

<https://www.sutd.edu.sg/course/50-033-foundations-of-game-design-and-development>

### **Host Institution Campus**

### **Host Institution Faculty**

### **Host Institution Degree**

### **Host Institution Department**

Information Systems and Technology Design

### **Course Last Reviewed**

2025-2026

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