

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/DEVLPMT

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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