Course: Game Programming   credits: 4

Course code	CMVB19EL3	**Modes of delivery**	Tutorial
Name	Game Programming	**Assessments**	Game Programming - Other assessment
Study year	2022-2023		
ECTS credits	4		
Language	English		
Coordinator	I. Plutschouw		

Learning outcomes

- The student is able to generate and manipulate creative concepts for digital interactive prototypes for services and user experiences. The focus is on combining user requirements, user objectives, domain knowledge and tools (media, technology) in a structured format. (B3.2)
- The student uses and experiments with digital tools in order to convey the message of their digital interactive prototype. (C3.2)
- The student is able to design concepts and instantiate concepts into prototypes. (B2.2, C1.2)
- The student evaluates and iterates upon the design in order to achieve the intended goal. (D.2.2)

Content

In this phase of the curriculum, students are given space for deepening / widening courses. In this programming course the student learns about common software engineering, game AI, networking and game feel techniques. Over the course of six weeks the student will design, test and improve an AI competition game. Every student is responsible for creating common game code and for developing the behaviour of a single game entity and adding polish elements to the game.

Included in programme(s)

Communication & Multimedia Design, Major Game Design

School(s)

School of Communication, Media & IT

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