

APPROVED

IT8101 : Games Development

Course Details

Course Code:	IT8101
Course Title:	Games Development APPROVED
Short Title:	
Course Level::	Level 8
Valid From::	2017/2018 Sem 1
Credits::	15
Owner:	ICT
Assessment Method:	Achievement
Course Aim	The course introduces advanced game development concepts using a commercial game engine to allow students to develop practical skills in constructing game components and integrating them to a playable game demo (developed using rapid prototyping)

CILO	
On Completion of this course, the learner will be able to	
#	Learning Outcome Description
1	Apply Computer Graphics principles in a specialised game environment
2	Create games to a given brief using rapid prototyping
3	Follow best practice, industry standards, professional ethics, programming and documentation conventions during the programming process
Requisites	
<ul style="list-style-type: none"> • Pre Requisite: IT7008 (ITB6008) • Anti Requisite: IT7108 (ITB6108) 	

No Examinations
Other Controlled Assessments
Assessment Type Short-answer question
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Uncontrolled Assessments
Assessment Type Practical Project

Affiliated Entities			
Entity Code	Entity Title	Entity Version	Entity Type
ICT8010	Bachelor of Information and Communications Technology (Programming Major)	2	Programme