



Course syllabus

Faculty Board of Science and Engineering
School of Computer Science, Physics and Mathematics

1DV437 Grundläggande spelprogrammering, 7,5 högskolepoäng
Introduction to Game Programming, 7.5 credits

Main field of study

Computer Science

Subject Group

Informatics/Computer and Systems Sciences

Level of classification

First Level

Progression

G1F

Date of Ratification

Approved by the Board of the School of Computer Science, Physics and Mathematics
2009-11-19

Revised 2011-05-13. Revision made for English translation of the syllabus and course evaluation.

The course syllabus is valid from autumn semester 2011

Prerequisites

30 credits in Computer Science including 1DV402 Starting Out with C#, 7.5 credits or equivalent.

Expected learning outcomes

The course provides knowledge necessary to program simple games.

The student is expected after completion of the course:

- Have acquired the knowledge needed to create simple games
- Able to work with graphics, sound and interaction

Content

The theory provides the fundamental principles, which are used as the basis for the creation of self knowledge, which is then used in practical applications.

The course covers:

- Model View Controller
- Present graphics and sound
- Interaction with game elements
- Basic Game Programming

A practical project consists of developing a game that uses the Model View Controller.

Type of Instruction

The course is available on campus or as distance learning. The campus education consists of work with practical applications. Distance education consists of studying materials, instructions for practical applications and tutorials.

Examination

The course is assessed with the grades Fail (U) or Pass (G).

To receive a passing grade, the expected learning outcome has to be achieved. Grades are given after the completion of the course and based on the results of the reported practical application. The practical application consists of an individual work in the form of a project. Assessment is a oral or written presentation of the project. On request, students may have their credits translated to ECTS-marks. Such a request must be sent to the examiner before the grading process starts. Reexamination will be offered within six weeks under the regular semester periods. The number of examinations is limited to five times.

Course Evaluation

A course evaluation will be carried out at the end of the course in accordance with the guidelines of the University. The result of the course evaluation will be filed at the department.

Required Reading and Additional Study Material

Bibliography

Web-based materials are provided on the course website.