Linnæus University

Jnr: 2017/6573-3.1.2.2

Course syllabus

Faculty of Technology

Department of Computer Science and Media Technology

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 2009-11-19
Revised 2017-11-13 by Faculty of Technology. Removal of ECTS-grading scale.
The course syllabus is valid from spring semester 2018

Prerequisites
30 credits in Computer Science or equivalent.

Objectives

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.

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.

Reexamination will be offered within six weeks under the regular semester periods. The number of examinations is limited to five times.

Course Evaluation

During the course or in close connection to the course, a course evaluation is to be carried out. The result and analysis of the course evaluation are to be communicated to the students who have taken the course and to the students who are to participate in the course the next time it is offered. The course evaluation is carried out anonymously. The compiled report will be filed at the Faculty.

Required Reading and Additional Study Material

Bibliography

Web-based materials are provided on the course website.