

Course Unit Descriptor

Study Programme: Graphic Engineering and Design			
Course Unit Title: Fundamentals of Computer Games			
Course Unit Code: F411			
Name of Lecturer(s): Neda Milić			
Type and Level of Studies: Bachelor Level			
Course Status (compulsory/elective): compulsory			
Semester (winter/summer): Winter			
Language of instruction: English			
Mode of course unit delivery (face-to-face/distance learning): Face-to-face			
Number of ECTS Allocated: 4			
Prerequisites: None			
Course Aims: The aim of the module is to teach the basics of computer game constructions. The students will learn to make a computer game concept to develop the story line and characters as well to establish good game dynamics.			
Learning Outcomes: The students will learn the basics of computer game development and in the practical classes they will make their own basic computer game			
Syllabus: Purposes of Computer Games Today's Computer Game Industry (a multi-disciplinary industry) Player Motivation and Marketing Genres of Computer Games The Game Setting (History, Background, Storyline, and Setting of the Game) Types of Challenges in Computer Games Storytelling in Games Character Development in Games (both Avatars and NPCs) Gameplay Mechanics The Game Design Process and Design Documents Computer Game Engines (e.g. Torque, Game Maker, etc.) Building the Game World/Setting Textures and Image Manipulation (for creating/editing textures) Objects (both 2D and 3D) and Collisions Creating Static 3D Objects (called "Interiors" in Torque game engine) Creating Dynamic (Animate-able) 3D Objects Employing Audio in Computer Games			
Required Reading: Relevant literature in English TBD			
Weekly Contact Hours: 4		Lectures: 2	Practical work: 0
Teaching Methods: The theoretical classes will encompass the basics of the game development theory with the focus on real world game examples. The computer classes will consist of work in a game development engine where students will learn to make their own computer game.			
Knowledge Assessment (maximum of 100 points):			
Pre-exam obligations	points	Final exam	points
Lecture attendance	5	written exam	40
Computer exercise attendance	5	oral exam	30
Computer exercise defence	20	
The methods of knowledge assessment may differ; the table presents only some of the options: written exam, oral exam, project presentation, seminars, etc.			