

SYLLABUS FOR

Introduction to Game Programming

15 ECTS-CREDITS

COURSE CODE

TSD706

APPROVAL

Approved 2008-04-16 by The Faculty Board at Gotland University.

Valid from spring term 2008

SUBJECT/LEVEL

Expression in convergent media, Undergraduate level

LEARNING OUTCOMES

- After passing the course the participants shall have basic knowledge of programming C# for computer based games.

COURSE CONTENTS

During the course the students will work with basic C# programming through elaborations and project work.

ENTRANCE REQUIREMENTS

General Entrance Requirements

TYPE OF TEACHING

The course is given as an Internet based university course in English. Exercises and assignments are submitted to the e-classroom on the Internet and participants are given personal feedback by their tutors. Elaborations, lectures and project work.

EXAMINATION AND GRADES

Assignments and presentation of labs and project work. Grades are passed with distinction, Passed or Failed.

LITERATURE

Compendiums supplied at the beginning of the course