	IT8101	Games Development

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)

Short Title		Version	1
Faculty	EDICT	Effective From	February 2016
Polytechnic Level		Indicative NQF Level	8
Credits	15	Student Contact hrs	90
Pre-requisites	IT7008 (ITB6008)	Self-directed hrs	60
Co-requisites	NONE	Other directed hrs	0
Anti-requisites	NONE	Total learning hrs	150

Learning Outcomes

On successful completion of this course, students will be able to:

		NQF Sub-strand
1	Apply Computer Graphics principles in a specialised game environment	Practical Application of knowledge
2	Create games to a given brief using rapid prototyping	Generic, Problem Solving and Analytical Skills
3	Follow best practice, industry standards, professional ethics, programming and documentation conventions during the programming process	Practical Application of knowledge