

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**

**Faculty** EDICT

**Polytechnic Level**

**Credits** 15

**Pre-requisites** IT7008 (ITB6008)

**Co-requisites** NONE

**Anti-requisites** IT7108 (ITB6108)

**Version** 2

**Effective From** 1st September, 2017

**Indicative NQF Level** 8

**Student Contact hrs** 60

**Self-directed hrs** 90

**Other directed hrs** 0

**Total learning hrs** 150

**Learning**

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

**Outcomes**

- 1 Apply Computer Graphics principles in a specialised game environment
- 2 Create games to a given brief using rapid prototyping
- 3 Follow best practice, industry standards, professional ethics, programming and documentation conventions during the programming process

**NQF Sub-strand**

Practical  
Application of  
knowledge  
Generic, Problem  
Solving and  
Analytical Skills  
Practical  
Application of  
knowledge